

**SNEAK PREVIEWS:** NEW PLAYSTATION 2 NINTENDO 64 GAMES FOR 1999!

**OVER  
2,000  
VIDEO  
GAME  
TIPS!**

50229

# TIPS & TRICKS

TM

THE #1 VIDEO-GAME TIPS MAGAZINE

**BUST A GROOVE  
WITH  
LARA CROFT  
AND  
TOMB RAIDER III**

JANUARY  
No. **47**  
1999

**ALSO INSIDE:**

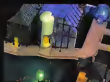
**GUILTY GEAR • GLOVER  
CRASH BANDICOOT: WARPED  
XENOGears AND MORE!**

JANUARY 1999  
\$4.99 U.S./£2.95 U.K.



YOU can't run from

"Shadow Madness' story is easily comparable, if not superior, to the top titles of the genre..." — *GamePress Online*



your own shadow,  
but now you damn well better try.

[ [www.shadowmadness.com](http://www.shadowmadness.com) ]

On the surface, *Shadow Madness* is what it seems: A bizarre plague has swept the land, bringing vile creatures out of the shadows, and leaving piles of dust where your friends and relatives once stood. And you've got to put a stop to it before it puts a stop to you. It's an epic RPG with complex battle scenarios. Customizable weaponry. And three styles of magic. Because you're gonna need all the help you can get. *Shadow Madness* strikes in February 1999.

nee



# CONTENTS

**H**appy new year! So what can you expect from *Tips & Tricks* in 1999? More tips, more tricks, the best strategy guides in the business and all of the happy, funny goodies that the free world has to offer. The party starts now! **Important note:** Due to circumstances beyond our control, we were not able to secure a reviewable copy of *The Legend of Zelda: The Ocarina of Time* in time to continue with the second installment of Tyrone's killer strategy guide in this issue. Look for Link's greatest adventure to continue in these pages next month; we apologize for the delay.

## departments

<b>Power Up!</b>	6
<b>Readers' Tips</b>	8
<b>T&amp;T Select Games</b>	58
<b>Hi Scores</b>	97
<b>Cool Zone</b>	110
<b>Japan Report!</b>	112

## strategies

<b>Tomb Raider III (Part 1)</b>	16
by Anatole Brown	
<b>Guilty Gear</b>	26
by Tyrone Rodriguez	
<b>Glover</b>	38
by Rich Krupa	
<b>Xenogears</b>	42
by Ann Shirinian	
<b>Crash Bandicoot: Warped</b>	50
by Jason Wilson	
<b>Bust A Groove</b>	100
by Tyrone Rodriguez	

## codes

<b>Nintendo 64</b>	70
<b>PlayStation</b>	74
<b>Saturn</b>	92
<b>Game Boy</b>	94
<b>Game Shark</b>	98



# TIPS & TRICKS



**JANUARY 1999**

### ON THE COVER:

She's crazy, sexy, cool... She makes all the boys drool... So buy this magazine, fool! *Tomb Raider III: Adventures of Lara Croft™*  
©1998 Eidos. All rights reserved.

16

### QUOTE OF THE MONTH:

The only man who never makes a mistake is the man who never does anything.

—Stanley Russell



Readers' Tips

12



Dreamcast Resident Evil

60



Cool Zone

110



Japan Report

112





**OMIKRON**  
*The Nomad Soul*



THE  
**UNHOLY  
WAR**  
OUT THERE. OUT MANOEUVRE. OUT LIVE.



**TOMB  
RAIDER**  
ADVENTURES OF  
LARA CROFT **III**

Only Eidos challenges  
your imagination!



**FIGHTING  
FORCE 64**



**MYSTIA**  
*Shadow of Darkness*



[www.eidosinteractive.com](http://www.eidosinteractive.com)

**EIDOS**  
INTERACTIVE

The Unholy War and its related characters are trademarks of Crystal Dynamics. © 1998 Crystal Dynamics. All rights reserved. Tomb Raider III, Lara Croft, Kings, Shadow of Darkness and Fighting Force and its characters are trademarks of Core Design. © 1998 Core Design. Eidos Interactive and Omikron are trademarks of Eidos. © 1998 Eidos. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

# Power Up!



After nearly a decade in the industry, **Tips & Tricks** Editor in Chief **Chris Beniek** has achieved a level of notoriety among the video-game-playing youth of America that can only be described as Gallypigan. "Chris B. got a bag o' jokes," the kids say. His favorite TV shows are *Speed Racer*, *Pokemon* and *Antiques Roadshow*.  
**Current Favorite Games:** *Pokemon* (Blue Version), *Blitz 99*, *Gauntlet Legends*, *Radikal Bikers*



Before fulfilling his destiny as a video-game magazine editor, **Jim Loftus** dabbled in many different careers, including illustration, clothing design and even motion picture directing. Of his true calling, he has this simple description: "It sure beats stackin' paper towels at Hill's department store!"  
**Current Favorite Games:** *Densha De GO!*, *Rollcage*, *Beatmania*, *Actraiser*



Senior Editor **Tyrone Rodriguez** reads books that make him smarter. He also wears shoes that make him taller, contact lenses that make his eyes greener and funny stuff that makes his hair all crispy. Underneath all of that, however, is a real live teddy bear; Tyrone's heart is made of solid gold. His favorite rock 'n' roll band is *Baron Rojo*.  
**Current Favorite Games:** *The House of the Dead*, *The House of the Dead 2*, *Destrega*, *Yie Ar Kung Fu*



Associate Editor **Anatole Brown** enjoys French fries, the National Football League and the twinkling sound his guitar makes when he picks its strings in the area between the nut and the tuning pegs. Anatole believes that talking to plants encourages them to grow, but some types of flowers may not respond because they're hearing-impaired.  
**Current Favorite Games:** *Blitz 99*, *Madden NFL 99*, *NHL 99*, *Pokemon* (Red Version)



Because of his stubborn refusal to admit that there have been some meaningful advances in video-game technology since 1991, **Jason Wilson** is sometimes referred to by his co-workers as "the Un gamer." It's not that he fears new technology—it's just that few 32- and 64-bit titles can give him the thrill that games like *Chubby Cherub* once did.  
**Current Favorite Games:** *Beatmania*, *Vid Grid*, *Street Fighter Alpha 3*, *Metal Gear Solid*



In a grassy field in a faraway land, under a spreading chestnut tree in the shadow of an enchanted castle, a band of wand'ring minstrels passes the time by idly singing in praise of **Tips & Tricks** Art Director **Ione Flores**. It's nothing like the shabby treatment she receives from grocery store clerks and parking attendants in the Los Angeles area.  
**Current Favorite Games:** *Crash Bandicoot*, *Warped!*, *Beatmania*, *Jersey Devil*, *Bust-A-Move*



**Ara Shirinian** has a two-legged pet named Sparky that's a descendant of the Monster from the *Id* seen in the classic '50s sci-fi movie *Forbidden Planet*. Like the *Id* Monster, Sparky is invisible; the only time Ara can vaguely discern its shape is when the creature tries to breach the force field that surrounds Ara's collection of PC Engine games.  
**Current Favorite Games:** *Xenogears*, *Destrega*, *Brave Fencer Musashi*, *Metal Gear Solid*



In an ancient time, a greedy young mage, using the power of the rune stones, released a great evil upon the world. This demon, **Pat Reynolds**, fearing the power of the rune stones, cast them to the far reaches of the four mystical realms in hope that they will never again be assembled and used against him. No one has dared try...until now!  
**Current Favorite Games:** *Rockman Super Adventure*, *Tenchu*, *Stealth Assassins*, *Point Blank*, *Time Crisis*



**William S. Sessions** was the Director of the FBI when it joined with the arcade industry to crack down on video-game piracy. You know those messages in arcade games that say, "Winners don't use drugs"? He's the guy. His name still appears in new game releases, despite the fact that he was replaced as FBI Director back in 1993. Oh, and somewhere along the line, SNK lost the space between "William" and "S.," so every Neo-Geo game has his name listed as "Williams Sessions."

## TIPS & TRICKS

**Publisher**  
LARRY FLYNT

**President**  
JIM KOHLS

**Executive Vice-President**  
THOMAS CANDY

**Corporate Vice-President**  
DONNA HARNER

**Vice-President, Administration**  
LIZ FLYNT

**Editor in Chief**  
CHRIS BENIEK

**Executive Editor**  
JIM LOFTUS

**Senior Editor**  
TYRONE RODRIGUEZ

**Associate Editor**  
ANATOLE BROWN  
JASON E. WILSON

**Art Director**  
IONE FLORES

**Contributors**  
ARA SHIRINIAN  
PATRICK REYNOLDS  
GEOFF ARNOLD

**Copy Chief**  
PHILIP SANGUINET

**Network Systems Director**  
ANDREA LANDRUM

**Network Systems Administrator**  
BRANDON S. PHILLIPS

**Network Systems Operators**  
MARIE B. GUARDS  
LISA W. JONES

**Production Manager**  
KRISTINA ETCHISON

**Production Assistants**  
ANA HILDEBRAND  
TARA HOBBS

**National Advertising Director**  
MARI KOHN  
(323) 251-7929 FAX: (323) 651-0651  
ADVERTISING INQUIRIES ONLY, NOT A TIP HOTLINE

**Advertising Coordinator**  
BRIAN DUNN

**Advertising Production Director**  
GINA J. LEE

**Advertising Production Coordinator**  
JOSE SANCHEZ

**Subscription Director**  
R.J. SWIRCE

FOR SUBSCRIPTION INFORMATION,  
CALL 1-800-621-8977  
SUBSCRIPTION INQUIRIES ONLY, NOT A TIP HOTLINE



Audit Bureau of Circulations  
Member

**Vice-President, Advertising**  
PERRY GRAYSON

**Vice-President, Finance**  
DAVID WOLINSKY



THE NEW SUPERMAN ADVENTURES™



- You have the power—super strength, x-ray, heat vision, flight and more.
- 16 mission-based levels.
- Battle enemies from the series, “The New Superman Adventures,” as seen on Kids’ WB!
- Up to 4 players simultaneously.



Buy early and receive a free collector's edition DC comic book.

YOU ARE SUPERMAN



GAME BOY



©2000 Warner Bros. Entertainment Inc. All rights reserved. The names "Nintendo" and "Game Boy" are trademarks of Nintendo. "Superman" and "The New Superman Adventures" are trademarks of DC Comics. "WB" and "The WB" are trademarks of Warner Bros. Entertainment Inc. All other names, characters, likenesses and/or "TM" and "®" are the property of their respective owners. ESRB Rating: E (Everyone). All other names, characters, likenesses and/or "TM" and "®" are the property of their respective owners.



**Got an interesting question or top-secret dossier for the T&T staff? Send your tips, tricks and queries to:**

**TIPS & TRICKS**  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

**We can't respond to individual letters, but if we did, you wouldn't be able to read our hand-writing anyway.**

## FUTURE EDITOR

I'm writing to tell you right now that I love *TIPS & TRICKS* Magazine so much that I'm going to work for you when I turn 16. (I'm 14 now). The only thing I don't know is how much money you guys make. I think it might be a lot, because your magazine is the best and to be the best you have to have the best people. But sometimes I think it might not be so much, because you get to play all those video games and some people would be willing to do that for free. So how much does a job at *TIPS & TRICKS* pay?

—Lenny Garwood  
Durham, NC

Sorry, Lenny, but our salaries must remain a closely guarded secret—otherwise, we wouldn't be able to lie about them when we hook up with the guys from the other video-game magazines at industry events. Maybe you'll find out when you send us that résumé in 2001, eh?

## BORN TO LOSE

I have a weird question for you: Has there ever been a video game where the object of the game was not to win, but to lose?

—Robert Sherrill  
St. Paul, MN

That's kind of a tricky question, Robert. By definition, the "object" of the game is the goal you're trying to accomplish; if you achieve the goal, you win. If the goal is to lose, and you accomplish that goal, then you haven't really lost, have you?

Anyway, there are a few titles in which you had to "lose" in order to progress further into the game. Back in the day of the Atari VCS (also known as the 2600), there was a game called *Krull* that was based on the fantasy film of the same name. The game started out with a wedding that was interrupted by a band of invaders who were attempting to kidnap the bride. As the hero, you had to fight off the attackers until you just couldn't fight anymore. The game would not advance to the next stage until you lost the battle and allowed your bride to be kidnapped.



Also, in *Mega Man X* on the Super NES, the main character must lose two different battles in order to advance the game's story; in both cases, Zero will come out and rescue him. What's funny about this game is that there's a Game Genie code that gives you infinite health. If you use this code when fighting in one of the battles that you're supposed to lose, you can literally fight forever, because Zero will not appear until your energy meter gets depleted!

## GAMES THAT CHEAT

I don't know if you know about this, but there are people out there who don't like your magazine because they think it's wrong to cheat at video games. Like, some of my friends like to read *TIPS & TRICKS*, but they won't use the cheat codes because they don't want to "spoil" their games. I disagree, and I'm gonna tell you why: The games cheat! There are so many games I've played where it's just SO OBVIOUS that the computer is cheating. I feel like I need *TIPS & TRICKS* just to keep the games honest! Thanks for a great magazine.

—Eric Pearce  
Arlington, TX

Sure, we know that some players don't like to cheat, but heck—no-body's forcing you to put in a cheat code that you don't want to use. The unfortunate thing is that your friends

are missing out on a lot of cool secrets that they will NEVER know about unless they read *TIPS & TRICKS*. For example, if you don't want to use the "restore health" code to make *Tenchu: Stealth Assassins* an easier game, we respect that; you'll definitely feel a greater sense of accomplishment when you beat the game fair and square. However, you could beat that game a million times over and never find out how to enable the Japanese voice-overs, or to see Ayame's alternate "sexy" armor. Just remember that not all of the codes in *TIPS & TRICKS* are "cheat" codes; in fact, a lot of games have codes that will actually make the gameplay more difficult!

Regarding games that cheat: It's always hard for us to believe that football video games, in particular, don't know which play you've picked when you're competing against the computer. One of our current favorite games is Midway's *NFL Blitz* (and its arcade upgrade, *Blitz 99*). This is one of the most fun games we've ever played...but MAN, does it cheat! Sometimes when there's a fumble, the computer will force the loose ball to land in the hands of a specific player, usually on the opposing team. You know it's happening if that lucky player happens to be the one you're controlling when the ball gets popped up in the air; you can point the joystick in any direction, but your player will be rooted to the spot until the ball lands in his hands. It's a weird feeling!

## TOKEN OF THE MONTH



This month's token comes from Jay Bowl in the University of Kansas Student Union; it was sent in by David J. Lunn II, who lives in Kansas City. Thanks, David!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month  
*TIPS & TRICKS* Magazine  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211





## IN THE ZONE

Tips & Tricks is the #1 video-game tips magazine, for sure. But you might be surprised that the first things I read every time I get a new issue are the Cool Zone and Japan Report sections. I especially like the Japan Report because I'm interested in Japanese culture and you guys always tell me about new fads and trends in the country where all of my favorite video games come from. Some of the other magazines make too many corny jokes whenever they talk about Japanese gaming news, like they have to show pictures of a guy dressed up in a Samurai costume and talk about Godzilla all the time. Anatole Brown does a perfect job with Japan Report, though. Keep up the good work, Anatole and whoever writes the Cool Zone every month!

—Kelly Nelson  
Lawrence, KS

Thanks, Kelly! We do try to have a sense of respect for Japanese culture whenever we talk about the country's new products and events. Anatole is the key to this coverage; he's crazy about video game and anime culture, just like the rest of us, but he lived in Japan for 13 years, so he's not paralyzed with speechless glee every time he sees a stuffed Doramon doll. And if he mentions Godzilla, it's never for the sake of stereotypical reference...in fact, Anatole tells us that many Japanese consider Godzilla to be an important artistic commodity and are proud of the success that the monster has

achieved on a worldwide scale.

Incidentally, we all contribute to Cool Zone, but 95% of that section is the work of Executive Editor Jim Loftus. Jim sends his thanks.

## ALL'S FAIR

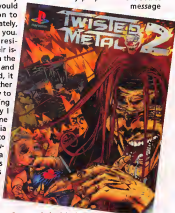
In your November issue, you had a contest giving away demo disks of Q.D.T. to the first 1,500 people who reply. This contest is impossible for people like me to win and therefore should be changed in some way. I live in Maryland. For those of you who are geographically challenged, Maryland is on the opposite side of the country from California. Therefore, it would take longer for my subscription to reach me. Even if I reply immediately, it will take days for it to reach you. Meanwhile, 1,500 California residents—who probably receive their issues while still slightly warm from the presses—are replying to the ad and winning the demo disk. As I said, it would be impossible for me or other persons on my side of the country to win the game. I know that nothing is impossible, but the only way I could win is if, by some chance, one of the people between California and Maryland is asleep and I get to be the 1,500th person. In conclusion, let me say that you have a fine magazine with excellent tips and tricks...but the contests should be changed so that persons like myself on the east coast have as fair a chance as all you Californians.

—Brian C.  
Maryland

We're sorry that you feel discriminated against, Brian, but you've got a better chance than you think. For starters, even though the *Tips & Tricks* editorial offices are in California, the magazine is actually printed in Wisconsin—so if your theory is true, you probably get your subscription copy before anybody in California does!

There's another reason why you should never hesitate to enter a *Tips & Tricks* contest, and it is because you never know how many people are going to try. For the Q.D.T. giveaway, Psynosis wanted to

give a demo disk to anyone who was interested in checking out the game; unfortunately, the company only had 1,500 disks on hand, so we were forced to limit them to a first-come, first-served basis. We had a similar situation way back in October of 1997 when we did some coverage of *Twisted Metal 2*. At that time, our friends at Sony sent us about 100 *Twisted Metal 2* comics to give away to anyone who wanted them. We were afraid that the supply could not meet the demand, so we just printed a super-tiny little secret message in that issue that offered a free comic book to the first 100 people who sent in a postcard. We don't know how many people saw the secret message



and decided not to try to get one, but what we do know is that we still have about 50 of those comics sitting here in our offices! (That's what we get for trying to be sneaky.)

## STAFF SIGHTINGS: PART 2

I read that letter from the guy in Vancouver who saw Jason Wilson at the Score arcade, and I have a similar question. There was a guy at the same arcade last week who looked like *Tips & Tricks* editor in Chief Chris Bloniek. I went up to him and said, "Hey, are you Chris?" but he ignored me. I guess I could be wrong, but I gotta know if it was him.

—Scott Brunzell, Jr.  
Vancouver, B.C.

Sorry, Scotty, but Chris B. hasn't been up in Canada since the 1970s. It must have been some other 6'4" Polack with long red hair.

## T&T Sticker Gallery



Send us your Game Boy Printer, Neo Trist, Trist Club or Sticker Club stickers (see us in a letter, postcard or envelope, send 'em to *Tips & Tricks*, 8454 Wilshire Blvd, Suite 900, Beverly Hills, CA 90211 and we'll try to print 'em right here!





ROLL  
AWAY

# Drive Yourself Up The Wall!

-  More than 200 levels of addictive puzzle madness provide hours of challenging gameplay
-  Innovative 3D platforms allow you to flip the playing perspective 360 degrees
-  Pick up coins, gems and fruit, and dodge countless perilous obstacles
-  Test your memory against a friend in the 2-player "Copy Cat" mode

NOT PRODUCT INFO:  
[www.playstation.com](http://www.playstation.com)



©2001 Sony Computer Entertainment Inc. All Rights Reserved. Sony and the Sony logo are trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. "Roll Away" is a trademark of Sony Computer Entertainment Inc. in the U.S. and other countries. "PlayStation" and the "PS" Family logo are trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. "PlayStation 2" is a trademark of Sony Computer Entertainment Inc. in the U.S. and other countries.







## THE FUTURE OF FIGHTING

I wanted to write to the *Tips & Tricks* staff and tell you about something that's important to me; namely, that I look forward to every issue of your magazine because it makes me THINK. You folks actually seem to have brains in your heads, which is a refreshing change from the typical video-game magazines I've been reading over the years. I read something in your November issue that I just can't stop thinking about. It was in your *King of Fighters '98* strategy, where you wrote about the interaction between the characters and the effect it has on the gameplay. That is such an interesting topic! I'd love to read more in future issues about some of the more subtle aspects of certain games like this. I like the fact that you guys notice these things and try to explain them to your readers. Please keep up the good work!

—Nathan Jarrett  
Knoxville, TN

Thanks for noticing, Nate. You know, some experts believe that the simulation of interpersonal relationships is the most neglected aspect of video game design; they say it's one of the most exciting areas that games of

the future can tap into. The "artificial intelligence" routines in most games—even sophisticated role-playing adventures, which rely heavily on characterization—tend to be very crude, with characters spouting predetermined dialogue at any total stranger who happens to pass by. Fighting games, in particular, may be sophisticated, graphically advanced and loads of fun to play, but they have not done a lot to promote the concept of video games as an art form, mainly because most non-gamers are unable to grasp the complexity of combo systems, the science of team selection or the fundamentals of character balance. That's one of the reasons why we hope that the *King of Fighters* series will continue to focus on the relationships between the characters and their individual temperaments. Maybe by the time *The King of Fighters 2000* rolls around, you'll see characters whose performances in one-on-one combat are affected by unpredictable variables such as friendship, social status, seasonal allergies...or even just having a bad hair day! (We're sure that Benimaru and Iori have PLENTY of those.)

## THRILL KILLED

Is *Thrill Kill* still a go, or is the game in mothballs? I heard from my friend that it got axed. Say it ain't so, *Tips & Tricks*! I wanted to play *Thrill Kill* from the first time I saw the ad for the game. You should have seen my face when you guys printed that "Mutilation Guide" in the October issue. I was even more eager to slay somebody! If it's true that the game is not going to be released, can you give us some more information about the specifics? Long live *Thrill Kill* and *Tips & Tricks*!

—Preston E. Brasel  
Casper, WY

You heard right, Preston; the latest word on *Thrill Kill* is that the game will not be released. This controversial fighting game became the property of Electronic



Arts when EA acquired most of Virgin Interactive Entertainment just prior to *Thrill Kill*'s planned release date. By that time, our October issue was already at the printer and there was nothing we could do to change it. Electronic Arts has stated that the game has no place in the company's current product line, but we suspect that several other publishers would be glad to take it off their hands; in fact, a certain big-name publisher of popular fighting games is rumored to have expressed an interest in the property. Everything's still on hold as this issue goes to press; in the meantime, we've heard rumors that bootleg copies of *Thrill Kill* have been sold on the black market for outrageous prices.

## MEMORY LANE

I wanted to ask you a question about the Nintendo 64 Memory Expansion Pak. So, here goes: Will all present and future games work with the pak? In other words, will existing games be modified to display higher-resolution graphics, or is it just the new games that will be affected? Thanks a lot!

—Josh Wolf  
Richmond, Missouri

Sorry, Josh, but we've been told that the Nintendo 64 Memory Expansion Pak is not retroactively compatible with older software. Existing games should still work if you have the new Pak installed in your N64, but you shouldn't expect any difference in graphics or gameplay. You should also be aware that—in newer games that are being designed with the memory expansion option in mind—sharper graphics are not necessarily the only difference you'll experience. Games like *NFL Quarterback Club '99* and *Turok 2: Seeds of Evil* feature high-resolution graphics modes that eat up additional system memory, but some game designers may use the optional extra RAM to improve character animation, modify music or sound effects or even just to speed up the "access time" between levels which can occur in cartridges with lots of compressed data.



Check out this *King of Fighters '98* advertisement from a Japanese video game magazine. Wouldn't you love to know why Andy, Kyo, Yashiro and the rest of the game's characters are socializing at a poolside cocktail party? We sure would.



# REVENGE IS JUST TOO SWEET!

Over 60 wrestlers, including  
50 WCW and NWO superstars

Unique ring entrances for every wrestler

Smoother animations, better graphics,  
faster speed, and smarter AI

Over 300 unique wrestling moves



Only For

## WCW/nWo

# REVENGE



[www.WCWwrestling.com](http://www.WCWwrestling.com)  
[www.thq.com](http://www.thq.com)

©1999 THQ Inc. All rights reserved. A Time Warner Company.  
All rights reserved. WCW™ and nWo™ are trademarks of World  
Class Championship Wrestling, Inc. THQ™, THQ INC. Nintendo  
64™ and 64 are trademarks of Nintendo of America  
Inc. All trademarks of Nintendo of America Inc.



## HIGH FIVE

I love your magazine. It has the right mix of strategy guides and codes. I have been reading your magazine for about two years. I made a list of the top five signs that you're reading the wrong gaming magazine:

1. They review games like Pac-Man and Centipede.
2. Their name rhymes with "Lame Show."
3. They think Pong has "cutting-edge graphics."
4. There's no Tyrone Rodriguez.
5. It's not *Tips & Tricks*!

—Jerry Watkins  
Speedwell, TN

Aww, thanks, Jerry. We're always touched when a reader sends us unsolicited insults for our competitors.

## TOMBA RAIDER

I am a big Tomba! fan and I wanna know: Why the heck is everyone ignoring him? Is it because it's 2-D? I mean, Yoshi's Story is basically 2-D and it's very popular. Is it the genre? Tomba! is a "mutt;" it's a combination of platform, role-playing and adventure games—three of my favorite genres! The critics need a good kick in the butt for saying things like "gives you a breath of fresh air." Single-genre games are like day-old sandwiches. I have a message for Ara Shirinlan: Thank you for your work on the strategy guides for Tomba!, Final Fantasy Tactics and other unique games. You are truly a Godsend!

—Sarah Campbell  
Lewisville, NC



We agree: Any game with pink-haired savages and bug-eyed pigs is a winner in our book. Maybe the reason Tomba! hasn't conquered the world is because of people like THIS guy...

## TOMBA RAIDER II

How come in your playguide of Tomba! its name was put down as Tomba? I even read one of the cap-

tions in a speech box saying his name was "Tomba," but after hiring the game from Vid Game Heaven I found that his name is Tombi!

—Damian West  
Perth, WA

Wh...what in the...? If anybody can figure out just what the heck this guy is talking about, please write to us at the address on page 8. Thanks!

## DONKEY WRONG

When I read in your magazine about the new Donkey Kong Country TV show, I got excited. Two weeks later, my sister turned on the TV and there it was! Unfortunately, I only got a glimpse of it, for I was busy with other things. When I saw the animation, my eyes opened wide! I saw how cool Donkey and his friends can really look! But why is Donkey Kong singing? What's the deal with his voice? I couldn't take it any more, so I shut the TV off with my remote. I just hope Donkey Kong 64 is a lot better than that! The thought that went through my head was "Peeeuuww!"

—Nick Vigna  
Carnation, WA



Well, what did you expect...Jurassic Park? For the record, we think the Donkey Kong Country TV show is pretty cool! So the voices aren't perfect. So the musical numbers are not for all tastes. We know some people who really enjoy it, especially younger folks. Maybe you're too old...

## BARGAIN DAY

In the September '98 issue, you said that Jason Wilson's lifelong dream is to find out if R.C. Pro Am II really exists. Just so you know: It does. I bought it at the Orange Coast College Swap Meet for less than \$10. It's for the NES. You actually get to buy weapons instead of finding them on the track. There's one stage that has a 1-Up under a bridge; if you turn around and get it, then race and pick up all the power-ups, you can

buy all the weapons, motors, tires and extras you want...then kick some butt! The best weapon is a ball of electricity that will screw up the other drivers' controls. Well, now you know it exists.

—Josh Bitner  
Irvine, CA



As a matter of fact, Jason did eventually score a copy of R.C. Pro Am II from FuncoLand...but he had to pay almost forty bucks to get it!

## SHE FIGHTER

I am a 19-year-old girl who has been playing video games all my life, especially anything Street Fighter. Some of my friends who are males and who play video games think that it's a big deal because I beat all the males that I play; they said I should enter tournaments. Have you gotten other letters from female game players that constantly beat their male opponents? I keep hearing that males are naturally better than females in games and if that is true I think of myself as being kind of rare. I personally don't believe in that; what do you think? Also: Are there any female division tournaments?

—A Game-Playin' Female  
Minneapolis, MN

To be honest, we receive very few letters from female players who boast about their Street Fighter skills, so it's nice to hear from you. No, we don't believe that males are naturally better than females at video games, but most of the "game-playin' females" we know would rather play ANYTHING but fighting games! Unfortunately, we don't know of any all-female fighting-game tournaments or divisions. There are a few leagues of female players who compete in multiplayer personal computer games like Quake, but they too are greatly outnumbered by guys who compete in the same circles. If you have the means to assemble a team of all-female tournament-caliber fighting-game experts, let us know and we'll help you to promote your cause any way we can. Good luck!

# STREET FIGHTER 2

COLLECTION

## THE REAL FIGHTERS THE ORIGINAL REVOLUTION



**STREET FIGHTER II: THE WORLD WARRIOR**  
The most iconic fighter that  
created a revolution of fans



**STREET FIGHTER II: CHAMPION EDITION**  
Introduced the ability to play as  
M. Bison, Vega, Sagat and Balrog



**STREET FIGHTER II: TURBO SUPER FIGHTING**  
Introduced faster character and  
environmental attack

Now Supports Dual Shock™ Analog Controller!



**CAPCOM**

[www.capcom.com](http://www.capcom.com)

**GAMEPRO**

© CAPCOM CO., LTD. 1991 © CAPCOM U.S.A., INC. 1992. ALL RIGHTS RESERVED. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER COLLECTION 2, STREET FIGHTER II: THE WORLD WARRIOR, STREET FIGHTER II: CHAMPION EDITION and STREET FIGHTER II: TURBO SUPER FIGHTING are trademarks of CAPCOM CO., LTD. Capcom's Edge II is a registered trademark of Capcom Corporation. The official magazine sponsor of the Fighters Edge collection. Reproductions of Fighters Edge magazine logo and all other logos are prohibited. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Dual Shock is a trademark of Sony Computer Entertainment Inc. The settings icon is a trademark of the International Digital Software Association.



# TOMB RAIDER

## ADVENTURES OF LARA CROFT

by  
Anastasia  
Brown



PlayStation heartthrob Lara Croft returns for another grueling adventure in *Tomb Raider III: Adventures of Lara Croft*. With juiced-up graphics, smoother animation and some new moves, *Tomb Raider* fans are in for a real mind-bending treat. This time Lara meets her passport ready as she attempts to gather a set of sacred stones spread around different parts of the world. On the way, she begins to realize that she's involved in something much bigger and more mysterious. Secret Darwin diaries, strange cults and classified military bases all make up an X-Files-type plot that should have you plodding into the wee hours just to see what's next! So get all your immunization shots, pack for hot and cold weather and make sure you get a good work-out at Lara's House before we go on her biggest adventure yet!

### Some New Features

Most of you *Tomb Raider* veterans should have no problem getting right into the action, but there are several new features that you should be aware of. Lara can now crouch and crawl under low gaps by pressing the L2 button. She also has a new dash move when you press R2 while she's running (great for escaping those rolling boulders!) There are secret items in the game but not useless ones like in *Tomb Raider II*, but ones you can actually use like in the first *Tomb Raider*! So make sure you take the time to find them and stock up your inventory. Save crystals are back after being taken away in *Tomb Raider II*. Unlike the first *Tomb Raider*, however, these crystals can be used anywhere at any time. You can only save once per crystal, so make sure you have enough before you start using them all up.

### World Map

The world map will appear after you have completed all four levels of the first India stage. This will allow you to select your next adventure out of three possible locations: South Pacific, Nevada and London. After you have completed all three of these locations, Antarctica will become a selectable adventure. You go, girl!



### Jungle



Slide down the waterfall, climb the ropes to reach the ledge. There's a lot of... (text obscured)



Jump down, grab the save crystal and dash to your left to the save and secret area.



Looked you know, in all the monkey, but he did say the great health pack. Hey, looking for... (text obscured)



What you're... (text obscured)



Watch the... (text obscured)



With the... (text obscured)



Watch the... (text obscured)



Take the... (text obscured)



After you get off the log bridge, stand inside the bridge for a short area. The ground when you get past is where you drop down to the spiked area—you may take a little damage. Check around the ledge for items, then use the RT button to walk through the spike in the dark hole. Continue to the misty area and head back over the log bridge.



Follow the monkey and walk over the spikes using the R1 button. If you time around and jump and grab the next ledge, you will get a silver chest. Be careful or you could get impaled!



If you look down, you'll see a monkey walking along a narrow gap upon the ledge. Jump up, grab the ledge, shimmery hoist, then jump up to the next ledge to the dirt cavern.



After you push the letter in the dark hall, start running and press the X2 dash button to boogie-out of there before you get crushed by a boulder.



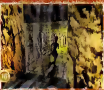
When you climb down there will be a nasty fire waiting for you below. The nest opened up, but some items and your backpack are in the tree trunks. Watch for the two rolling boulders. You can enter the cave the Boulder Stairs. I-see, but watch for a third boulder whenever you enter. Search for the hole in the ground among the plants for a set of stairs that lead to the left for the smoky floor!



Swim out to the pool and check the right side for clips. Dive in the pool and enter the underwater cave to get to the next room. Get out of the water, and pull the two levers on each side.



In the next room, get out of the water and find a light-colored block tucked in the corner wall. Pull it out all the way and a door will open. Pull both of the levers in the opened rooms. If you need to get back in the other pool room, you can slide into the pool behind the pulled block. One of the levers will fill the outside area with water. If you go outside before filling the glass with water, you will be out of harm.



Walk into the doorway  
behind the waterfall  
and climb the ladder.  
Climb up to the next  
ledge and pull the  
lever behind this wa-  
terfall to open the  
door to the next  
area.



Watch for the tiger at pool surface. Check in the dark corners for lizards then climb the ladder to the top. A monkey will be carrying the Indra Key in his mouth—kill him and grab the key.



There's one last tiger that you can kill by shooting from above. Jump down and over the quicksand and insert the Index Key on the keyhole. Grab some items in the left of the door-before you get to it.



**Ten** There are a couple of cul-de-sacs in the grid to go slowly. If you get policed, you'll have to use a health pass; pull the lever to your right of your walk through the tree. Climb over the stone ledge near the tower and drop down to a paved space.



Adventer the cavern and light a flare to see the drill health pods. Further down is another one of those pesky portals. As you exit the other side, imps will come attacking. They're not as friendly as before! Climb the rocks to the left for them.



The take-away is a ritual of hunger-pinchus so jump to the podium in the middle to grab the health pack. Jump across to the other side and flip the lever to open the underfloor door. Walk down to the door before flying is to avoid being fish food!



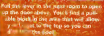
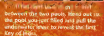
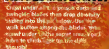
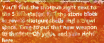
Use the postlegs to get to the ledge; you'll find traps there. The big mud ball has some flat shoes that I can use to get to the other side. Head toward the door and watch out for those sneaky monkeys!



You can either head straight to the waterfall or head left and grab the Horn at the top and the health pack down below. There's another health pack on a branch near the waterfall. Slide down to the edge of the waterfall and shoot your arrow.



## Temple Ruins







The door is closed when you first see the switch, so start running! When you enter the dark room the door will close on you. The switch and other items are from the missing spiked wall. On the left, a small corner of the room is the secret key of Indra; pick it up and the door will open and you'll be in the next section.



Suddenly the terrain is all different outside. The path is covered in dark sand. The way to cross to the other side without suffering is to take the middle path—no, kidding!



Watch for the action of rolling rocks. First get behind the second one and push it aside when you hear it coming. Then take the right door instead of the left one if you don't want to see a third rock! Climb down back to the main hall and get the two keys.



Jump onto the ladder and swing it sideways. The ladder face the spiked wall across the door. Pull the block out of the right hand side of the door and use it to jump over the two lions. Then take the second key and the right key. Then follow you enter the next area.



Avoid the flames that are before the next battle between two great Dune Riders. There are a lot of things that you can use in your advantage when you fight Dune two Riders. Make sure you are up the stairs up there and the health pack in the wall just to help you fight. When they are in the air, their sword come and blow them in the air. This status down to you to fight.



In the next area you'll find that the key to open the door. The first key of Deneke is while the first stuffed man. When you approach it, a thing will happen. You'll find the second key of Deneke.



Enter the quality door and quickly get both keys and jump into the hole to avoid being killed by the Dune Riders. You'll find the second key of Deneke.



The first key of the door is in the next area. You can't get it unless you shoot the barrel by pulling it. Then jump on each side of the barrel with the block and take the key. Then follow you enter the next area.

## The River Ganges



Now comes the fun part. But before you get on the dune buggy, look up and behind the vehicle, there is a gap with items. Use the rope at the edge of the cliff to blast off on wheels to the other side.



Keep driving the dune buggy in for a ICE go while waiting for the first figure in the ground. The first big gap has a ladder that leads down to a secret area. Park your vehicle by pressing the # button and left or right on the D-pad.



Take the dune buggy at the way up the ramp and across the top of the door. A good way to shoot that gap is to hold down the # button and let the dune buggy rev up before letting it go for a short air.



Leave the Dune by the door and by a long jump across to the ramp. There will be an entrance in the wall you can jump to. Take the ball all the way down to the end of the ramp for the second and jump down. You will be at the beach. For the door, get back on the Buggy and blast up the hill.



Drive up to the top and then down to the stone bridge. Park on the bridge and jump to the right side for a secret area. Get back and drive the buggy over the gap and up the winding ramp. You can park by the bridge and hop on them to a high ledge. Then you can jump up the gap. Then up for the eagle.



Start off to the other side where the secret crystal is. Park and climb the ladder down below to kill the cobra and grab some items. Get back on the buggy and use it to the secret in the opposite wall.



After you open the gap, you can park the vehicle and jump to the ledge above the door. Make your way around and you'll see a hole in the wall that leads to a secret area. This is the hole you'll have to jump on the slope. Jumping the wall, quickly jump, and then you'll be in the secret area. Use your jump to reach the other side. You can jump back forward.



Drive the buggy up to the waterfall area. Drive over the monkey face. Say bye to the buggy and start hanging around the drift. Kill the eagle, jump and grab the ladder and climb across to the next area. Give to the girl (don't worry if you don't have the key). Then you'll be in the secret area. Use your jump to reach the other side. You can jump back forward.





# SHADOWGATE 64

TRIALS OF THE FOUR TOWERS

The Legend Is Reborn.

1999



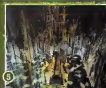
Exclusively Distributed By  
**Microware**  
Distributing, Inc.

**KEMCO**

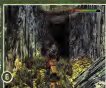
NINTENDO 64



LICENSED BY NINTENDO, NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.  
© 1995 NINTENDO OF AMERICA, INC. © 1995 KEMCO INC. Shadowgate is a registered trademark of KEMCO.



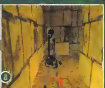
Do a long jump across to the ladder by the bridge. Shimmy across and kill more gobos at the bottom. Go over and shimmy across again to the exit. You'll be in a maze with a save crystal - don't go to it yet! Press the button to the right and turn off the traps. Jump down in the hole near the crystal and you'll be in the village.



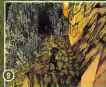
The other way to the village is to take the narrow sloping path on the right. Over the pulley and climb up. Watch for the village natives! The poison in the middle by the quicksand has poison darts - beware. Check for a health pack to the right of the quicksand.



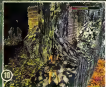
You'll need three red crystals to enter the village. The first one is up in the trees. Head north to the cave where the second native case out of the weeds. You'll be able to get to the top of the branches and jump across to the crystal.



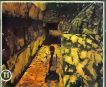
Go into the waterfall pool and fall down to the ledge below. Use the X button to make your fall longer through the waterfall and you'll find the second crystal. Get back out and climb the two ladders to the top. There's a health above the last ladder.



Use the side of the rock walls to get to the third crystal, which is by the rock up by the waterfall. Get back down and kill the native by the three gobos. Insert all the crystals in the slots to gain access to the village.



The village is crawling with unfriendly whistlers to hear your gun out. Turn left after the first hut to see a narrow path to a swampy area. Face to the left of the swamp and kill the native standing by the pulley wheel. Jump on the green petal in the swamp to get back.



Cross over to the other side of the village over the lowered platforms. Check the top ledge above the platform for skulls. The really dark corner behind the trees is a secret area. Light a flare and grab the items. There's also a nasty quicksand trap in one of the huts. Don't even try for that health pack!



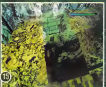
Look between the huts for a stone wall. Climb up the wall and enter the left hut and turn the wheel. Watch for that guy in the dark! Get down from the wall and climb the ladder into the opened hut. Jump to the left perch.



You'll need to find a switch before you cross that fire path. Keep moving away from the flames and jump from roof to roof. You will find a barred pattern above a roof that will get you to the hut with the switch.



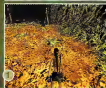
Cross over the flames with the new platform and push the switch ahead. A rotowheel will come activating. Whatever you do, do not press that switch to the right. You'll go up in flames.



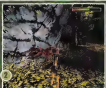
Avoid the circling blades and turn the pulley wheel ahead. Get back to the village and dive in the small pool; the hatch will be open. Cross the bridge, jump into the hut and the level ends.



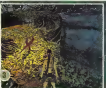
## Crash Site



Don't try to head back to the village, there's debris falling down that path and it's blocked off. You have to cross the swamp by jumping from petal to petal. Beware, you can only stand on select petals. If you miss, you can still jump up. There's a secret above the corner-left petal.



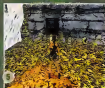
Have your guns ready for a fight. Keep jumping and firing. Climb up into the next area and jump down to face another rigter. You're by the crashed plane. Your job now is to find two keys.



Walk around the plane and you'll find a hole in the wall. It will lead you to an open area where you'll see hunters diving it out with dinosaurs. Don't kill the hunters in this level; they'll help you with the predators. Hop up to the branches for secret items.



Jump down to the lower level and you will find two closed doors. Grab the items in the area and head over to the large nest. Commander Bishop will be lying face down, grab his keys. A gigantic T-Rex will appear! The nearby door will now be open. Pull the switch inside and run to the further door to pull the second one. Ignore the rigter and T-Rex and run upstairs!



Go to the other side of the plume and jump over the slope. You'll see more skeletons killing raptors. Enter the tunnel near the bridge (not across) and turn right. You can dive in the pool and pull the switch while avoiding the plume or climb up the vine wall to the trees above for items and open raptors!



After putting the underside switch a door will open on the other side. Enter the door and fight the raptors in the dark. There are three levers; each lever triggers more raptors. Stay on top of the block in the back of the room, away from the raptor's reach and fire away. If you didn't kill the hunter, you'll hear him killing them outside!



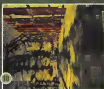
After if the hunter is pulled a switch will open above the block. You will find a save crystal and hit. Turnover, take his keys. Run from the raptor that appears and head back to the plume.



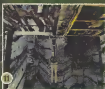
Go back to where you first saw the plume. There will be a small bit of dirt under the vine. Use it to jump up to the ledge and climb up. Grapple on the patterned bars above and cross over to the other side. Jump over and climb to the next standing spot. Cross over and drop down in soon as the camera angle switches to panoramic view; you'll be able to see where you land.



Slide down backwards and grab the ledge to climb down, then slither across to the other end. Hoist yourself up and enter the crowd space. Use the patterned ceiling above to cross over into the next area.



Flip the switch to the right and then you will be able to use the bars to cross over to the other wall. When you get to the wall, let go momentarily and grab onto the wall to climb down to the next level. Jump back to the first switch by using the podium in the middle.



Pull the first switch again and this time use the bars to wrap around the huge column. This is tricky so save here. Remember, when you land again be posting the being killed! Bring Lara right up to the corner where the barred bottom end the red wooden pillar (see picture). Let go and press X for a safe landing under the stepped edge. It's easy to both so be patient.



Pull the lever, then hop onto the wall and climb into to opened area. Jump down and grab onto the sloping edge under the second level, slither across, hoist yourself up and do a back flip onto the podium behind you. Good job! Now finally all the bars are lined up so you can get across.



Jump across the top of the plume and enter. A raptor will be working inside! Use the two keys in the cockpit area, then jump down into the lower half of the plume and pull the switch as the opened door to bust out the cannon!



Get on the cannon and start firing away at the horde of raptors coming your way. When they're all dead, aim at the brown walls at the far corner and shoot them down. There are items back there and the level exit!



## Madabu Gorge



The green reptiles spew poisonous gas so don't get sprayed! One will come out from below the cliff. If you look where it came from you'll be able to see that you can descend towards the rapids.



Jump out to the podium and jump to the edge of the slope on the other side to slither across. There are two ways you can go. The first way is to slither across to the right and hop to the far end where there is a button in the stone wall. Push it!



Go back up to the house and you'll see that the bottom door has opened up. Enter and grab all the items before you get on the kayak.



The second way to get to the kayak is to go left instead of hitting the button. Grab the tree crystal down below, then cross over to the other side using the mesh-patterned ceiling. Jump towards the cave entrance and move across using the ledge. Get in the cave and climb the mesh wall.



Carefully lower yourself onto the blades and press the walk button. Use the crowd space to get to a crystal across the bridge. Go back and push the button for the outside door. Watch for the reptiles!



Go to the door, drop down and jump into the waterfall to a secret area. Chuck around for items, then go back up and use the rock-pottered rock over head to get across.



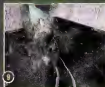
Now here's a nice. Lara is jumping skills. Walk to the edge before the large slope. Do a simple jump to the main slope below, jump again and grab the edge. Jump to the crystal then fall in the water to douse the flames. Go back up and do a double jump over the flaming position. Get it?



Crawl under the poison dirt, slide down, and grab the rock to get across. When you're certain, grab the rock to the left to climb up to the pool. Kill all the crocodiles from the dock, jump in the pool and pull the lever. You found the hidden kayak!



The kayak is... well... it's just a kayak. It's tough to control, remember to hit some of the given ropes to turn off the traps. You can steer the boat into a secret area in the caves where there's a small passage behind the waterfall.



Take the kayak all the way down the rapids until you are a huge plug in the middle of the lake. From there, paddle up the small upstream path until you reach a small pool. Carefully get off the kayak without getting eaten by the crocodile.



Drop down to the open door and jump up to grab the beam ceiling. Take the beam across while avoiding the furnace blasts. Drop down to the block, jump across to the other side and crawl under. You'll come out to where the secret area was.



Grab some items by the waterfall and climb to where you see another set of bones on the ceiling. To the left are some items and to the right is the way out. Jump up to the wall next to the swinging blades and climb up end out of the cave.



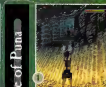
Climb down the dark hole and duck under each ledge as boulders roll by. You'll have to run and jump to the other side for the last boulder. Jump over the flames then duck again for the fourth one. Yeah, that's right, keep 'em coming!



When you come out to the water again, grab the wall and climb across. Hop over to the bar and use the rope to slide down into a room. Climb up the block and watch for the poisonous reptiles.



Find the switch near the reptiles that push the giant plug. Get back in the kayak and plunk into the whirlpool. You'll fall into a pool of crocodiles. Get out of the pool kill them from the dock, then get back in to pull the lever for the exit door.



Those poison dart gags are targeting you right from the get go! Kill them all as you climb up to the steps.



The most evil puzzle yet! The key is timing him. Run to the very corner of the room and crouch down between the blades. Wait till the rolling blade passes then side step, side jump, push the button, jump back and go back to crouch in the corner. You should have just enough time to push the button and hide in the corner again.



When you need to get across the room, do a flip in the corner, then run and jump over the rolling blade. Crouch in the other corner and time the beam pushing again. When you need to get to the other bursen on the same side, dash across then crouch before the blade passes. When all four buttons are pushed the gates will open.



As soon as you fall into the next room, find the block and pull it out to stop the spiked ceiling. Yank the lever to exit.



Pull the lever at the end of the hall and start dashing away from the boulder. When you get through the next door, do a right turn and keep looking until you get to the end. Poison dart blowers will be waiting for you.



The boss won't attack as long as his shield is up. The only way to hurt him, however, is when he's throwing his ball attack. Keep jumping from left to middle to right and back again, firing intermittently to provoke him to attack. He will release reptiles during the battle but your auto target should take care of that. Just keep jumping! Grab the One Digger to end the level.

## Temple of Puna



Well, that's it for now. Next time, we'll go to Nevada, London and Antarctica. Be happy, Lara's back!

# You'll Be Forever Busting Bubbles!

Bust-A-Move 4 is bursting onto the scene with more advanced gameplay, and tons of new features. It's a challenge for the whole family.

## BUST-A-MOVE 4™

DUAL SHOCK  
COMPATIBLE



- Bury opponents with the devastating new Chain Reaction feature
- Keep the bubbles in balance with the new Pulley System
- Rank yourself with the comprehensive new Grade Recognition System
- Save your own puzzles to memory cards with Edit Mode

Serious Fun™

**NATSUME®**

©1998/1999 Natsume Inc.  
[www.natsume.com](http://www.natsume.com)



Licensed From Taito Corp.  
©1998 Taito Corp.

Exclusively Distributed By  
TOMMO Inc.

**TAITO®**

**TOMMO®**



by Tyrone Rodriguez

**W**e never thought we'd see Guilty Gear released in North America, but Atlus somehow snagged the rights to release this amazing fighting title. The gameplay is spectacular; it feels very much like a top-caliber Neo-Geo fighter. The character design rivals the quality of art produced by Treasure or even Capcom. Add a solid hard rock soundtrack and you've got one of the most intense 2-D fighting games the PlayStation will ever see! Hideyuki Abe and Tatsuke Iwata are the two men primarily responsible for Guilty Gear. The founders of Team Neo Blood wanted to create a fighting game that is as visually dynamic as the *Street Fighter* animated movie. They felt that even Capcom's own *Street Fighter* games did not compare to the speed and sheer excitement of the anime feature. The team's original plans also called for Guilty Gear to be a 3-D polygonal fighting game. However, during the game's development process, Abe and Iwata decided that their 3-D engine could not compare to those of games like *Bushido Blade*, so they decided to try making the ultimate 2-D fighting game instead. Some would say they've done exactly that!

## Extra Difficulty Level

At the PlayStation loading screen, hold **+R2 + L1 + Down** on the D-pad until the title screen appears. You'll hear a loud crash to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

## Secret Characters: Testament and Justice

To access the Guilty Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

## Secret Characters: Baiken

To fight against the super secret character, Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

## Parrying

Parrying in Guilty Gear isn't what you'd expect. When both players' attacks nullify each other, it will remind you of *Rival Schools*—not *Street Fighter X*, in which you must press forward to parry. The attack strength matters not; it's all about timing. Two opposing players can parry each other a maximum of three times. The third consecutive parry will push both players away from each other. The parry has a very obvious audio-visual effect. A small bolt of lightning will appear between the players, accompanied by a loud, thunderous sound. When this happens, keep jamming on the attack buttons; the player who stops attacking first will usually lose. If you decide not to attack, don't forget to block. If you win the parry battle, remember that you can go from a successful parry into a combo. Not too shabby!



## The Kerrang! Connection

As you can tell from the hard-hitting musical score, the creators of Guilty Gear were heavily influenced by hard rock and heavy metal bands like *Roxas Priest* and *Iron Maiden*, among others. Iwata-san even went as far as to name special attacks after lyrics of particular songs he liked. Check out how some of the characters are modeled after real-life rock stars.



Andromeda and Ky look a lot like Iron Maiden.



Testament and Justice look a lot like Testament.



Ky and Baiken look a lot like Michael Keaton.



Chapp Z'null and Enuff Z'null look a lot like Chapp Z'null.





## COMBO SYSTEM

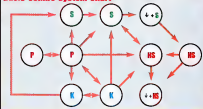


Guilty Gear has a chaining combo system similar to that of *Street Fighter Alpha* or *Marvel vs. Capcom*. Once a chain combo has been initiated, there are some guidelines you'll have to follow if you plan to connect with your chain. Every character in Guilty Gear can combo, but not necessarily to the extent that certain characters can. It may be easier for a fighter to combo while airborne as opposed to while standing; certain attacks may come out too slowly when he or she is standing.

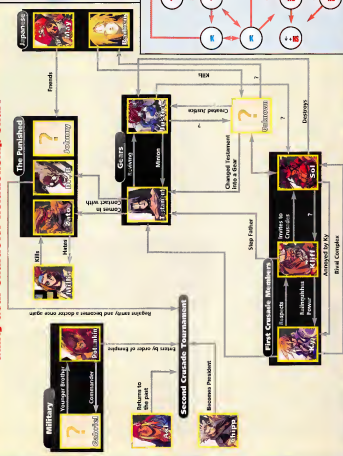
The Combo System chart shows the basics of how the Guilty Gear combo system works. Note that this is a general explanation. Some characters may not be able to perform combos under certain circumstances. Also, a few characters may be able to break the rules one way or another. Character physics will determine whether you connect with an aerial combo or not.

Let's use Chipp as our combo system guinea pig. Start your combo with any button, then consult the arrows on the chart to see the possible directions your combo can take. If Chipp begins a combo with a Punch, he has four options: by pressing any attack button (including Punch) he can earn another hit. If he chooses Punch for the second button in his chain combo, he will have the same options available for his next hit; this also applies to the Kick buttons. (Technically, you can repeat Punch or Kick indefinitely or you can alternate between the two.) Anyway, let's say you've pressed Punch to begin the combo, then you follow with a Kick. By pressing Slash or Horizontal Slash, you can get a third hit. Note that when you cross over and use one of the two Slash buttons, you can no longer use a Punch or Kick. Like Punch and Kick, Slash and Horizontal Slash can be interchanged indefinitely. The difference is that some characters have their own limitations when it comes to Slash attacks. From his first Slash, Chipp actually has four options, which isn't always the case. Chipp can attack with a second Slash (for a fourth hit) or use one of the following: Down + Slash, Down + Horizontal Slash or simply press Horizontal Slash. As you can see, the combo system can be very intricate. Your best bet is to find a character you like, enter the game's Training Mode and experiment.

## Basic Combo System Chart



## Guilty Gear Character Relationship Chart





## Chaos Attacks

Street Fighter has Super Combos, Fatal Fury has Desperation Moves and Guilty Gear has Chaos Attacks. In the Street Fighter series, Super Combos are solely based on the size of your Combo Meter—but Guilty Gear takes the SNK approach. If your Chaos Gauge maxes out at any time during a round, you can perform the Chaos Attack. When your life Gauge drops below half (green), your character will be in Chaos Mode (yellow). When this happens, you'll be able to perform the Chaos Attack at any time. Chaos Mode is very easy to see; your fighter will be surrounded by a glowing red aura. Some Chaos Attacks can be integrated into combos, some are more for defensive purposes and others are meant for close range. See the character moves lists to learn how to perform their Chaos Attacks.



## Charge Attacks



Milla and May charge their attacks.



May releases her powered-up attack.

Almost every character can charge one of his or her attacks up to three levels. Charging is accomplished by performing a specific motion with the D-pad and the R1 button (see chart). While your character charges his or her attack, you cannot move or block. The only way to attack is to press the proper attack button. Your character will then release the attack at whatever level it has been charged to. For example, with Milla, press  $\Delta \rightarrow + R1$ , then

press  $\Delta$  to release the attack. The Charge only lasts for one attack—whether it connects or not—so use it wisely. The Charge technique is useful if you'd like to add some more hits to a combo or to KO an opponent with block damage.



Zato's attack before...



...and after.

Potemkin	$\rightarrow \Delta \rightarrow + R1$ , Punch
May	$\Delta \rightarrow + R1$ , Slash
Chipp	$\Delta \rightarrow + R1$ , Punch
KH77	$\Delta \rightarrow + R1$ , Punch
Sol	$\rightarrow \Delta \rightarrow + R1$ , Slash or Horizontal Slash
Ky	$\Delta \rightarrow + R1$ , Slash or Horizontal Slash
Zato	$\Delta \rightarrow + R1$ , Slash or Horizontal Slash
Milla	$\Delta \rightarrow + R1$ , Slash
Dr. Baldhead	$\rightarrow \Delta \rightarrow + R1$ , Slash
Baken	$\Delta \rightarrow + R1$ , Kick



## Destroy

The Destroy attacks are what you would expect to happen if you could perform a Fatality at any time in a match. Not only does this lethal attack K.O. you or your opponent, it ends the match for the loser. This is a feature that we refuse to use at the Ties & Taxes offices. Pressing Punch + Kick simultaneously begins the



Begin the Destroy command.



If your opponent evades



If you complete the Destroy command.



attack. If you connect, the screen will turn blood red. The next split-second is an exercise in quick reflexes; if you are the first to press  $\Delta \rightarrow$  + any button (or  $\Delta \leftarrow$  + any button if you're facing left), you will Destroy your opponent. However, if your opponent is quick enough to enter that same command, then nothing will happen. At the higher levels in a one-player game, computer-controlled opponents will attempt to Destroy you quite frequently.





FEEL THE POWER

WCW/nWo

THUNDER



"Make your enemy feel the **BANG** as you beat him mercilessly with everything from briefcases to stop signs."

- Diamond Dallas Page

- Choose from over 60 WCW and NWO Wrestling Superstars, including Hollywood Hogan, Goldberg, Kevin Nash, and Diamond Dallas Page!
- Signature Moves, Tons of Weapons, and the No-Escape Justice of a 15-Foot High Steel Cage!
- Full-Motion Video Entrances and Exclusive Rants!



[www.thq.com](http://www.thq.com)  
[www.WCW.com](http://www.WCW.com)

©1999 World Championship Wrestling, Inc. A Time Warner Company. All rights reserved. WCW® and NWO® are trademarks of World Championship Wrestling, Inc. All content depicted are trademarks of its publisher. Games for N64, PlayStation, and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. THQ is a THQ logo.





## Launcher

Like many other fighting games, Guilty Gear gives you the ability to juggle your opponent for aerial combos. An easy way of getting your opponent airborne is to press **Slash + Horizontal Slash** simultaneously. If you connect, your opponent will become airborne with a spiraling white flash. Pressing **Up** on the D-pad will result in a pursue maneuver, after which you can punish any opponent to your liking. Certain counter-attacks will produce the same effect as **Slash + Horizontal Slash**. When you pursue your opponent, remember that pressing **Up** might not give you the best position. Use the **High Jump** for more desirable results.



## Terminology

During the course of a match, you'll see different words appearing on the screen near you or your opponent. Here's the lowdown on the meaning of each term:

**Aerial**—This alerts you that you've launched an opponent sky-high.

**Avoid**—Appears when you've successfully avoided a potential attack.

**Breaker**—During Chaos Mode (or when your Chaos Gauge is maxed), dashing from a long distance can break an opponent's guard.

**Capture**—When using characters like Zato, Axl or Justice, "Capture" will appear when you've used an opponent-capturing attack such as Axl's Tenhou Seki.

**Counter**—A successful counter to an opponent's attack.

**Dizzy**—Here's an obvious one; if you or your opponent becomes dizzy, both of you will know.

**Gamble**—An attack which can go in either player's favor.

**Limit**—After running its course, the Dragin Install will cause Sol to faint and become dizzy.



## General Commands

Taunt	L1
Respect	R1
Dash/Air Dash *	→ →
Retreat *	← ←
High Jump	↓, then ↗ or ↑ or ↘ quickly
Double Jump	Jump, then ↗ or ↘
Triple Jump	After Double Jump, ↗ or ↘
Destroy Attack	□ + X, then ↓ or ↘ → + any button
Launcher	△ + □

\*—Some characters cannot use the Dash or Retreat commands.

NOTE: In the character move lists, attacks marked with the letter "A" can also be performed in mid-air.



## POTEMKIN



Jump in with a Horizontal Slash.

Follow with a Mega Fist (even if the Slash is blocked).

Attempt to "suck in" your opponent with the Plutonium Buster.

Plutonium Buster	In close, → ↘ ↓ ↗ → Punch
Nitro Hook	← ↘ ↓ ↗ → Punch
Mega Fist	↓ ↘ → + Punch or ← ↘ → + Punch
Graffiti Stomp	→ ↘ ↗ + Punch
Chase Attack	
Gigantic Pluton	→ ↘ ↓ ↗ → Horizontal Slash

"ZEP" was a great military nation born in the chaotic period at the end of the Crusades. The slave soldiers of this Empire were made to wear an iron cast around their necks and live with a heavy burden of death. Potemkin is one of these men.

Every fighting game must have an oversized character who wins with brute strength and "grab" attacks. Potemkin is the equivalent of Zangief from the Street Fighter series. He's very powerful, but extremely slow. Potemkin cannot dash—which is fortunate, because it surely would have allowed him to perform too many "cheap" patterns. If your opponent blocks one of Potemkin's attacks, try to suck them in with the Mega Fist followed by a Plutonium Buster. The Nitro Hook works well against a rising opponent; they won't expect the grab.

POTEMKIN



## MAY



May lost her family when she was very young. She was adopted by a pirate captain named Saborg. It was he who named her May. One day, Johnny was arrested for his crimes and was sentenced to a life-term in prison. This was the start of his long and painful journey to find his family and his place in the world.

The youngest fighter in the Guilty Gear tournament can be among the most annoying. May's multiple rolling attacks are unending, particularly since her direction can be controlled in mid-flight. Mr. Dolphin (or, truth be told, *she*) should be used as a diversionary tactic. He won't make contact until his discoid.



Execute one of May's rolling attacks.

Press the Slash button in mid-flight and change your direction.

Now, change your direction again and go in for the hit.

Agus Rolling	↓ ↘ → + Slash
Reverse Rolling	→ ↙ ← + Slash
Reservoir Rolling	← ↘ ↓ ↘ → + Slash
Mist Finder	↓ ↘ ← + Slash, Slash repeatedly
Overhead Kiss	In close, ← ↘ ↓ ↘ → + Kick
Mr. Dolphin	← ↘ ↓ ↘ → + Horizontal Slash
Chaos Attack	← ↘ ↓ ↘ → + Horizontal Slash
May Dynamic	← ↘ ↓ ↘ → + Horizontal Slash

## CHIPP ZANUFF



Chipp started doing drugs at an early age, which eventually led him down a path of self-destruction. He became a drug dealer for the Mafia in order to support his habit. However, after years of drug abuse the mob found out that he was stealing from them. They were about to kill him when he was saved by a mysterious ninja named Tsubaki. Chipp then devoted himself to her and started to learn the art of Ninjutsu from Tsubaki. One day, during one of their training sessions, the Mafia attacked them and killed Tsubaki. Chipp now swears revenge on the Mafia.

This small meek can be a truly evil character if mastered. Besides having an infinite combo, Chipp has attacks which require very little recovery time. If any. Against a human opponent, the Tsubaki works beautifully. Use it during a combo to teleport to your opponent's other side; if you're quick, they won't block in time. His Chaos Attack can be easily used in a ground combo.



Connect with a ground combo.

Teleport in mid-combo with the Tsubaki.

Immediately begin the motion for Chipp's Bankimessetsu.

A Alpha Blade	↓ ↘ → + Punch
A Beta Blade	→ ↓ ↘ + Punch
Gamma Blade	← ↘ ↓ ↘ → + Horizontal Slash
Ten's	↓ ↘ → + Slash
Metsai	↓ ↘ → + Kick
Sekone Gori	In close, ← ↘ ↓ ↘ → + Kick
Sakugan Kick	In mid-air, ↓ + Kick
Bankimessetsu	↓ ↘ → ↓ ↘ → + Kick

## KLIFF UNDERSN



With his sword, Zevryutous, Kliff was the courageous leader of the Sacred Knights during the Crusades. After he was saved from being killed by a Golem, Kliff was inspired to do great things with his life. After the Crusades, he aged quickly and had retired—that is, until now.

Kliff is another fighter who lacks a ground dash technique. He cannot dash away or toward his opponent. Pressing ← + will result in the San No Sen; pressing Punch afterwards will produce the Agolus Tukkom. Kliff's last move is the Houkou Gashi. This single attack can inflict more than 50% damage when charged up to Level 3. Perform the Sakamon attack from full-screen distance, then jump and follow behind the attack with an air dash. You can combo in this situation.



Perform the Houkou Gashi at full-screen distance.

Jump and immediately dash behind.

Use an attack of your choice here.

Houkou Gashi	↓ ↘ → + Punch
Zugaisai	↓ ↘ ← + Slash
Kubimatsugi	↓ ↘ ← + Kick
Uroko Gashi	Press Slash repeatedly
San No Sen	← +
Agolus Tukkom	← +, then Punch
Sakamon	L1
Chaos Attack	← ↘ ↓ ↘ → + Horizontal Slash
Soul Survivor	← ↘ ↓ ↘ → + ↘ ↙ ← + Horizontal Slash



# SOL BADGUY



## SOL BADGUY



A lone wolf who makes a living by participating in prize fights. He was invited to join the Order of the Sacred Knights by the nearly-retired KMF Underbar. However, he did not get along with the other members, especially Ky. He then stole one of their most potent weapons, the "Fuerbren," and ran away. He was nowhere to be found until after the Crusades, when he finally returned. Sol can be a cheap character if you want him to be. He has the standard projectile and anti-air attack in his arsenal. He lacks speed and range. The Dragon Instail will give you a good temporary boost in speed, but be sure that you can back out of the dizzy effect that takes place after the Dragon Instail ends; at this time he is susceptible to anything.



Corner your opponent and attack with a standing Kick or Horizontal Slash.

Link the Kick to a standing Slash or Horizontal Slash.

End with a Bandit Revolver and repeat the pattern to trap your opponent.

Gun Flame	↓ ↘ → + Slash
A Volcanic Viper	→ ↓ ↘ + Slash
A Bandit Revolver	↓ ↘ → + Kick
Riot Stomp	↓ ↘ → + Kick
Chaos Attacks	
Dragon Instail	↓ ↘ → ↘ ↘ ↘ + Slash
Tyrant Rave	→ ↘ ↓ ↘ ↘ ↘ + Horizontal Slash

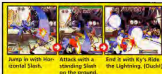
# KY KISKE



## KY KISKE



However, this has yet to be determined, since Sol ran away from the group. The new leader of the Sacred Knights is among the top fighters in the game; he's also one of the cheapest. He can remain airborne almost indefinitely by performing the Aerial Star Edge repeatedly. His sword has very good range and his combos are deadly. The Vapor Thrust should only be used at close range; Ky will miss otherwise.



Jump in with Horizontal Slash.

Attack with a standing Slash on the ground.

End it with Ky's Ride the Lightning. (Duché)

A Star Edge	↓ ↘ → + Slash
A Vapor Thrust	→ ↓ ↘ + Slash
Stun Dipper	↓ ↘ → + Kick
Needle Spike	→ ↘ ↓ ↘ ↘ + Kick
Chaos Attack	
Ride the Lightning	→ ↘ ↓ ↘ ↘ ↘ ↘ ↘ + Horizontal Slash

A genius swordsman who has no equal. He became the leader of the Sacred Knights at the age of 16 and was given the mighty sword "Fuerbren." Ky acknowledged Sol Badguy as a great swordsman and

# AXL LOW



## AXL LOW



Axl was born in England in the 20th century. He grew up in the midst of violence and hatred, but he refused to be a part of it. He was tired of all of the gang fighting in his neighborhood and took it upon himself to clean it up. Six months later, he succeeded in bringing peace back to his neighborhood—then he was suddenly caught in a time shift and sent 200 years into the future. Two years have passed since that fateful day and Axl is still looking for a way back home.

Combine some elements of Dhalim with Billy Kane and you'll get Axl. Not a great close-range fighter, Axl does better at a distance. He makes up for a lack of combos with his ability to keep opponents at a distance. The Rail Sledge is a risky move even when used correctly—Axl hits the ground face-first. The Axl Multi-Hit does more block damage than hits; even if the first three hits connect, the rest of the attack will be blocked.



Attack with a close Slash.

Link the Slash into the Detail.

Follow your opponent into the air with the Rail Sledge before they can recover.

Rensen Geki	Charge →, then press → + Slash
Rensen Kyokussu Geki	↑ + Horizontal Slash (during Rensen Geki)
Benten Gari	→ ↓ ↘ + Slash
Tenhou Saki	↓ ↘ → + Punch
Rasen Sugeki	→ ↘ ↘ ↘ ↘ + Kick
Detail	↓ ↘ → + Kick
Yomai	→ + Horizontal Slash
Chaos Attacks	
Ilyakunashou	↓ ↘ ↘ ↘ ↘ + Horizontal Slash
Axl Multi-Hit	→ ↘ ↘ ↘ ↘ + Kick

# *The Electric Playground*

*"When I'm not playing, I like to watch!"*

TV's weekly behind-the-scenes look at video and computer games

Featuring

**TIPS & TRICKS**

**TIP  
of the  
Week!**

***CHECK YOUR LOCAL TV LISTINGS!***



*Visit us on the web at [WWW.ELECPLAY.COM](http://WWW.ELECPLAY.COM)*



## ZATO-1



### ZATO-1



Zato used to be a member of a gang, but was always depressed about how his life turned out. He decided to use a forbidden spell at the risk of his own life to see if he could improve matters. As a result, he lost his eyesight but gained superhuman senses and the ability to control his shadow. By making the most of her newfound abilities, he became the leader of a group of assassins. While executing an assassination mission, he was betrayed by Millia. He was captured and arrested because of her treachery. In the darkness of his prison cell, he curses the only woman who he has ever believed in his entire life.

The shadowy warrior is the dark horse of the bunch. With some patience and skill, a Zato player will make you pay for your mistakes. He has no projectiles; all of his attacks are extensions of his shadow. This can leave him vulnerable, to attack only when you can guarantee a clean hit. His standing Horizontal Slash works well against jump in attacks.



Jump toward your opponent and attack with a Slash on the way up. Immediately press Horizontal Slash. Connect with an aerial Invisi Nail (using Slash).

Drunkard Shade	← + → = Punch or Kick
Climb Darkness	← + → + Horizontal Slash, Horizontal Slash
A Invisi Nail	← + → + Slash or Horizontal Slash
Rise & Fall	→ + → = Punch
Yami Kakato	→ + Kick
Break The Law	→ + → + → + Slash (press Slash to surface or Punch to take sideways)
Chaos Attack	
Dark Sentinel	→ + → + → + → + → + Horizontal Slash

## Millia Rage



### MILLIA RAGE



Millia lost both of her parents during the Crusader. She was abducted by a group of assassins and was trained by them to use her hair as a deadly weapon. However, she did not want to use her abilities for evil. She attempted to take her own life many times but failed. During an important assassination mission involving many members of the organization—including Zato-Geo—she escaped. Millia is the character of choice if you really want to pull out a can of wip-ss. Master her controllable Living Lancer and no one will get in on you. Regular attacks have great aerial priority; counter a jumping opponent with your own jumping kick. Take some time to learn Millia and you'll agree that her unorthodox fighting style is a blessing.



Use two Living Lancers in succession from half-screen distance. Quickly dash forward and roll behind your opponent. Now press Back (→) and rapidly press Slash.

Living Lancer	← + → = Slash
Angled Living Lancer	← + → = Slash
Hungry Bee	Any direction + Slash during Living Lancer (change courses of projectiles)
Condemned Top	→ + → = Slash
Quick Roll	← + → = Kick
Lust Shaker	Slash repeatedly
Chaos Attack	
Brain Maiden	← + → + → + Horizontal Slash

## Dr. Baldhead



### DR. BALDHEAD

He once had a reputation as the world's finest medical doctor. One day, a patient he was operating on mysteriously died. However, it was not his fault; the operation was sabotaged by his colleagues who were jealous of his genius. Mentally destroyed by this incident, Dr. Baldhead suffered a breakdown, was deemed mad, and became a serial killer. He was finally arrested and placed in a high security mental institution. His mental condition remains the same.

The doctor is quite an odd one. His main advantage right off the bat is his natural ability to avoid many combo hits. It's very difficult to successfully hit the doctor. His stance is very low; if he crouches, it's even more difficult to hit him. Not a powerful or quick character, but he has a ring to keep him in the game. His Chaos Attack can be very unhelpful—this is one character you don't want to be close to.



Jump in with Horizontal Slash. Continue with a crouching Punch, then Kick. Link to a standing Slash and Horizontal Slash. Link to the Reverse No Tsuki and press + →. Dash towards your opponent and press Punch + →. Punch to perform the Destroy attack.

Souten Enshin	← + → = Punch
Souten Enshin Operation 1	← to terminate Souten Enshin
Souten Enshin Operation 2	→ → → →
Souten Enshin Operation 3	Punch or Kick for a special attack during Souten Enshin
Metta Giri	← + → = Slash
A Going My Way	← + → = Slash
Reverse No Tsuki	← + → + → = Horizontal Slash
Yobimodoshii	← + → (during Reverse No Tsuki)
Chaos Attack	
Mad Operation	← + → + → + → + Horizontal Slash (in close range)

**BE TALLER.  
FINISH HIM.  
CATCH 'EM ALL.  
SUBSCRIBE RIGHT NOW.**



Save  
**66%**  
off the annual  
cover price!

**TIPS & TRICKS**

**It's like getting  
8 FREE issues!**

**4 Newsstand Copies: \$19.96  
12 Subscription Copies: \$19.95**

There are a lot of reasons why you should subscribe to *Tips & Tricks*. Heck, there are more than 2,000 of them scattered throughout this very issue. But there's one very important reason which you'll only find on this page and nowhere else, and it is this: If you subscribe, you'll **SAVE MONEY**. If you bought this magazine at a store or newsstand...well, you paid five bucks for the #1 video-game tips magazine, and that's money well spent. We work our fingers to the bone to make sure that every issue has much, **MUCH** more than \$5 worth of information inside. But for a measly \$19.95—that's **LESS** than the cover price of just four issues—you can have **TWELVE** issues of *Tips & Tricks* delivered right to your door, one each and every month for an entire year. Do it now!

☒ **Yes! Start my 12-issue *Tips & Tricks* subscription for only \$19.95; I'll save 66% off the annual newsstand price!**

Name

Address

City/State/Zip

☐ Payment Enclosed ☐ Charge My ☐ VISA ☐ MasterCard ☐ Bill Me

Credit Card #  Exp.

Signature

Money-back guarantee on all unexpired issues if not satisfied. Foreign add \$10 per year.  
YOUR FIRST ISSUE WILL ARRIVE IN 6 TO 8 WEEKS. Where applicable, sales tax is included in stated price.  
OFFER GOOD UNTIL MAY 29, 1996

Tps & Trcks, P.O. Box 686070, Everett, WA 98208

AD1002



**TESTAMENT**

Force 100  
 Speed 100  
 Magic 100  
 Defense 100  
 Luck 100



Testament is another character who has the ability to trap and frustrate opponents. His special attacks seem to have been designed specifically for consecutive use. An opponent can literally be hit by multiple special moves if properly set up. Use the Dimensional Seize during a combo or when your opponent has been floored for a sure capture. During Chaos mode, use the Nightmare Circle as much as possible. It has a short recovery time and does decent block damage. If it connects, it'll poison your opponent and continue to inflict damage.



→ + Punch, Repeat

Slack before the go

**Digger.**

Phantom Soul	↓ ↘ → + Punch
Eve Beast	← ↗ ↓ ↘ → + Horizontal Slash
Grave Digger	↓ ↘ → + Slash
Punier Centipede	→ ↓ ↘ + Slash
Dimensional Seize	↓ ↗ → + Kick
Chase Attack	
Nightmare Circle	↓ ↘ → ↓ ↘ → + Horizontal Slash



Justice is one hard-to-kill GI. He's extremely powerful and agile. For someone who weighs six tons, he can really move! Between his double jump and triple air dash, he can catch almost as much air as Chipp. The Valkyrie ARC is a countermeasure; you'll have to anticipate when your opponent will attack you. It won't work against projectiles. The S.B.T. is suitable for aerial opponents and the Imperial Ray has enough speed to trap your enemies. Justice has a long-range aerial attack: simply press the Horizontal Slash button.



jumping in on you?

double jumps for

contact or not, attack.

S.B.T.	+ ↓ K + Kick
Michael Sward	+ ↘ ↓ ↗ → + Slash
Imperial Ray	+ K ↓ ↗ → + Slash
Valkyrie ARC	↓ ↗ → + Punch (block the counter-attack)
Chaos Attack	
Gamma Ray	+ → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + Horizontal Slash

**BAIKEN**

**PERSONAL**

Age: 25  
 Height: 1.75m  
 Weight: 75kg  
 Blood: O  
 Eyes: Blue  
 Hair: Black  
 Nickname: BAIKEN

Version 2.0



Don't let the small arsenal of moves fool you, Baiken is one foe to fear. She may be missing an arm, but she has everything she needs to win. The Yozanosen has no recovery time and can be performed repeatedly in quick succession. This attack can result in an infinite combo if done in the corner; if you're not in the corner, you'll have to do a mid-air dash to attempt another Yozanosen. The Kamaitachi can be integrated into combos and can do some serious damage. Baiken's Tatami Gashi should only be used at long distances. If you pull it off, Baiken has one of the hottest-looking Destroy attacks in the game.



ment and hit 'em

ground and recover

oblivion.

Tatami Gaeshi	↓ ↘ → + Kick
Kamiteachi	← ↙ ↓ ↘ → + Horizontal Slash
A Yocamen	→ ↓ ↘ = Slash
<b>Chaos Attack</b>	
Sanowawetari	↓ ↘ → ↗ ↙ ↘ ← + Horizontal Slash



# CHARLIE BLAST

## EXPLOSIVE CONSEQUENCES!



The Puzzle Game Requiring Strategy, Precision & Speed!



Interactive bombs, objects and items



Adjustable viewpoints



4-Player Action



Exclusively Distributed By  
**Microwave**  
Distributing, Inc.

LICENSED BY NINTENDO, NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
© 1998 NINTENDO OF AMERICA INC. © 1998 KEMCO/REALTIME. Charlie Blast is a registered trademark of KEMCO.

**KEMCO**

# Glover



# Glover

by Rich Krupa

## WORLD 1 ATLANTIS

### Level 1

This is a nice level to practice controlling Glover. Straight ahead from the starting point you will find an extra ball around the corner. Now grab the ball and all the Garbis along the way to the first set of stairs. Climb up to find a flat to slam the ball and both boxes; you'll earn three Garbis. Up the



stairs on your left side you will see a pillar that you can knock over to find three more Garbis and another extra ball. Now make your way to the exit, where you'll find another extra ball on top of the doorway.

### Level 2

At the start of this level, walk forward to find Garbis inside the large brown boxes. To the right you will see four pillars; smash through the wall in the middle to find an area full of Garbis. Once in this area, flat-slam the mound to collect an extra ball. Now go back to the water tank and break through the wall to release the water, which starts the platform behind you. Climb over the right wall to find a small ledge with four Garbis. Once on the next level, take the ramp up to the roof and grab all the Garbis. Drop down one level underneath the roof to find more Garbis. On your way to the checkpoint, be sure to flat-slam the bugs along the way.

Go past the large pool of water to flat-slam the switch that will drain the tank. Then go back and hit the switch at the bottom to open the exit portal. Locate the Hercules potion and look toward the corner to find two Garbis. Next, use the potion to push the bridge in front of the exit.

Before you leave, place the ball next to the pillars and use it like a trampoline to jump on top and find the final Garbis.



### Level 3

Once up the stairs, follow the arrow to the left to locate the speed-up potion. Now go right past the fast-moving pool of water; you will see a ledge to your right with a couple of Garbis. Once you have activated the switch, go back to the stairs. Facing the wheel, which is now turning, you will see an extra ball to the right in the distance. Cross over and carefully jump down to grab the ball. Be sure to collect all the Garbis along this ledge all the way around the castle.

Once you have worked your way back to the turning wheel and made it down the next set of stairs, turn around to find a path on either side. Down each path you will find the last Garbis before you exit the level.



### THE BOSS



The boss is made up of three different characters—but this is the first level, so they're pretty easy. Always and Slapping the ball easily destroys the first boss. Next is the crab; simply flat-slam him, avoiding his flying claws. Finally, wait for the flying ball to land—sending shock waves all around—and flat-slam him to end the level.

### BONUS LEVEL

If you collected all the Garbis in the first three levels, the first bonus level will now be open to you. When you enter, the evil Cross-stitch turns you into a frog. The object of this level is pretty simple: just collect all the Garbis you can in the allowed time limit. If you carefully time your jumps, this one should be a breeze.



# WORLD 2 THE CARNIVAL

## Level 1

If the ball you located is stolen by Eggle, simply turn the ball into a bowling ball and push him into the spikes. Once you've made it past the bar, to the left of the switch is a ramp that leads up to an extra ball inside of a tent. Use the ball as a trampoline to reach the top of the tent, where you'll find another ball. As soon as you walk through the door by the juggling children, ride the yellow square to your left. At the top, place the ball on the switch and leave it there while you ride the trolley over to the other side. When you reach the other side, smash all the legs to reveal a switch that raises a ramp toward the exit. When you reach the first game, turn the ball into its steel ball-bearing form and place it in the target area. Now fist-slam the square box to lift and drop the ball. There are four lanes here; be sure to hit all of them to collect the Garibs and reveal the next switch. Next, hop onto Dennis' back and use him to reach the Garibs floating high in the sky. Now make your way to the slot machine where you have four possible combinations. These openings will open the exit and give you the Hercules potion; use the potion at the "Test Your Strength" game to collect an extra ball. Three frogs will give you the Froggy potion, while three question marks will unleash a giant bee on you.

Three Garibs will give you what should be the last ones you need before you exit.



## Level 2

As soon as you enter this level, be sure to grab the extra ball on top of the tent. To make it past the clown, you must first grab the red star, which automatically returns the ball to you. Then use the bowling ball to smash all of the clown's teeth, allowing you to pass with ease. Be sure to collect the Garibs and the extra ball that fall from the sky. After passing the clown, turn the ball into a bowling ball and jump into the pool to teleport to the next area. Once you have turned off the fan, jump into the pool to collect the Garibs and the Rotor Blade potion and fly to the next platform. If Eggle steals your ball, let him follow you to the next platform where the Froggy potion is located. Use the potion to turn Eggle into a frog, then grab the ball and slide down to the exit.



## Level 3

When this level starts, look around to find the platform in the distance filled with Garibs and extra balls, then climb onto Dennis' back and use him to jump over. While on Dennis' back, jump over the tents to activate the revolving doors, allowing you to bring the ball through. When you've passed the swinging ships, an easy way to collect all the Garibs on the way down the slide is to release the ball on one side and send Glover down the other side. If you fire them up just right, you can pick up everything on the first try. When you reach the entrance to the rotating tunnel, use the ball as a trampoline to reach the Sticky Fingers potion. Now you can easily stick to the walls of the tunnel and let it carry you around to find the extra balls at the top. Now carefully maneuver around all the holes in the floor to reach the exit.



## THE BOSS

The boss of this world is an evil clown created by Cross-stitch. Quickly feed the red-and-yellow target and

launch the ball at it twice to release some hilarious attacks. Once you have done this, the target will disappear and the red light will glow. Now is the time to hit the light and watch the ceiling come down, ending the level.



## BONUS LEVEL

When you enter the World 2 bonus level, you will be sitting on top of a cannon ready to shoot at moving targets. This is a fun level; just let it all fly! Quickly shoot all the targets and Garibs before time runs out to complete this one.

# WORLD 3 PIRATES

## Level 1

The first area where you should look for Garibs is located between the wall and the right side of the sunken ship. Once you reach deep water, look to the left to locate a plank where an extra ball will be waiting. Transform the ball into a bowling ball so it will sink with you, then locate a large vent with a switch in front of it. Crawl up against the wall and walk in front of the vent, hitting it three times across the switch. This will open another switch on the other side requiring the same procedure. Now locate the ledge above the treasure chest to find Garibs and a target that will open the chest. Before leaving, make sure that you fist-slam the lobster under the water to get the last Garib in this section. After riding the waterspout to the next level, look to the left where you will find Mr. Tip sitting on the side of a house. Besides receiving useful information from Mr. Tip, around the corner you will find some Garibs. Climb onto Swish's back and use him to chip open the door at the bottom of the tower and to remove the main treasure chest. After the swinging boats, smash all the boxes to receive the Garibs on the inside and to reveal the switch that opens the exit.



## Level 2

This is a straight-forward level in which all the Garibs are out in the open and the extra balls are behind the bars. If you cross the falling bridge without grabbing all the Garibs, the bridge will disappear after a few seconds to give you another try. When you reach the pool, you'll find a switch on the left that allows you to drain it. To the right is a moving platform that will take you to a switch that will open the exit and also carry you to the portal.



# Glover



## Level 3

When you pass the barrels, you will see a pair of Garbis and a moving platform to the right. Take this platform down to teleport to a secret room where you must use the Sticky Fingers potion to climb the wall. Right before the first checkpoint, turn around and look up to find an extra ball. Past the checkpoint, drop down to find a breakaway wall hiding an extra ball. On top of the house before the wooden bridge, you will find another extra ball. Follow the arrow; it will lead you to the Garbis under the bridge. When you are finished collecting all the Garbis, you can find the teleport to the left of the net. When you reach the next group of houses, look for a moving platform to the right. At the bottom you will find an extra ball behind a gate that can easily be broken with the bowling ball. Around the corner, climb onto the step and use the ball as a trampoline to reach the net above. Once on the net, grab the Hercules potion so you can move the boxes to reveal a large target. Before you exit, jump on top of the last archway, using the ball to find the last Garbis and an extra ball before you leave.



## THE BOSS



Hits the ground, let him fall, repeat the entire process three times to defeat him.

The rulers of World 3 are three funky monkeys who want to see Glover's ball. You can easily stun the two small monkeys to retrieve the ball, but stay away from the big one. If you move in too close, the large monkey will drop down, knocking you out in one hit. The easiest way to hit him is to throw the ball as he hangs there; this will send him crashing to the ground. When he

## BONUS LEVEL

This level may take a little practice to complete, but the time expires. Have you have to jump from barrel to barrel, smashing them open to fill the wall. If you fall off a barrel or miss the ball, there is a wall in the center of the wall that will send you flying up into the air. Quickly jump around to collect all the Garbis and make your way to the top when the exit is writing.



## WORLD 4

## PREHISTORIC



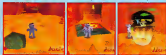
## Level 1

Of all the levels in the game, this might be the shortest. After locating the ball and the Garbis, use the bowling ball to smash all of the hides blocking the cave to give an extra ball. Avoid the giant bee as you fast-lane the ice to remove the Garbis frozen underneath. On the way up the slopes located to the left, use the ball to break up the falling snowballs as they come rolling toward you. After safely crossing the bridge, examine the left wall at the mouth of the cave for cracks. Use the bowling ball to smash through the wall here to reveal hidden Garbis and an extra ball. Stun the purple dinosaur to make your way to the exit a little easier.



## Level 2

Carefully make your way across the lava flow, making sure to grab all the Garbis. Search behind the rock platform to find two Garbis before you make your way up. Once you reach higher ground, examine the wall by the arrow to find a hidden area. Use the ball to activate the switch to raise a new platform, then make your way to the next arrow. Follow the path to the right. First you will find a pillar with two switches on top. Use the ball as a trampoline to reach the top where you will find an extra ball floating above. After you reach the extra ball, fast-lane the first switch to lower the platform. Now you can reach the second switch with the ball to raise your next path. Carefully collect the remaining Garbis on your way to the exit, making sure to grab the extra ball just to the left of the portal.



## THE BOSS

Have you ever wanted to play "Bowling for Dinosaurs"? Now is your chance to face off against a fireball-spitting dinosaur. It may sound easy, but you really have to watch your step when those fireballs start flying. Wait for the dinosaur to launch his attack, then quickly roll your ball a little in front of the dinosaur so he will walk into it. You have to hit him three times to finish this one.



## BONUS LEVEL

The object of this bonus round is to collect all the Garbis and make it to the finish before being burned up. This one may take a few tries to finish with all the Garbis. Try to maneuver where every Garbi is located and the obstacles in the way. There is very little room for error, so be patient and try to stay calm.



## WORLD 5

## FEAR



## Level 1

When you enter this world, jump on top of the wall to the right to find a Garbi and an extra ball. Drop back down and use your run through the electricity, grabbing the Garbis along the way. After you pass the electricity, look over the edge to the right to find a ledge with Garbis. Drop down to collect them, then place the ball toward the left side and jump back up to where you started. When you use the red star, the ball will automatically come back to you. Keep going until you find the Rotor Blade potion, then fly straight up to the platform in the sky to collect the goodies. When you reach the rainbow star, use it to turn the ball into a huge beach ball; you can throw this ball into the

air to collect all the Garbis. After hitting both switches on either side of the door, make your way across the wooden plank to the next area. Here you will have to stun the knights and push the blocks into place in the piping system to reveal a switch. Before exiting, grab the last two Garbis and the extra ball on the ledge of the house across from the switch.





## Level 2

Starting on this level you will see Garbs on top of a platform that can be reached by using the ball as a trampoline. After you collect these, look behind the bookcase to reveal a target that will run Garbs down on you. Before moving the bookcase back, jump on top of it to find an extra ball. Once you enter the room with the full-away floor, try to stay on the gray tiles. Be patient and the tiles will disappear so you can reach all the Garbs without any problem. Once across, talk to Mr. Tip to find out how to avoid explosions—and be sure to collect the Garbs behind him. When the explosion is over, stand by the gate and carefully line up the ball with the switch. When lined up properly, release the ball so it will roll over the switch; this will lift the gate for a moment. Once you've made it through, move the wooden block to the left; this will lift the gate again, allowing you to retrieve the ball. Work your way to the exit where you will have to defeat a mummy to open the gate.

## Level 3

When you reach the first checkpoint, you will see an extra ball on your right. Be careful collecting the ball, because spikes will pop up when you move in close to it. Once you're across the swinging bridge, grab the rainbow star to turn the ball into a beach ball. Before the spell runs out, run to the gate and throw the ball over and try to hit the target on the other side. When you reach the area with the mean ball, lower your ball and push the mean ball over the edge. Now you can ride the moving platform without any interference. In the hallway with the three walls of moving spikes, to the left of the first wall you will find an extra ball on top of the wall. Avoid the two zomb balls on your way to the exit portal.

## THE BOSS



Now you'll come face-to-face with Cross-stitch's version of Frankenstein's monster. This area is going to take some patience and good timing. To complete this level, you will have to jump from pillar to pillar without missing. First, make your way to the highest pillar in the room directly across from the switch in the floor. Once there, hit-slam the pillar one time to lower it one level. This will cause the pillar by the switch to raise.

A level later, jump on the pillar to the left and hit-slam that pillar one time. Now jump two pillars to the right and hit-slam one more time. If you've done this correctly, all three of the pillars should now be the same height. Repeat these steps until the center pillar is all the way down and the two on each side are one level above the ground; this is the exact opposite of the way the pillars were when you first entered the room. Now jump to the new highest pillar and use the ball to activate the switch to defeat the boss. If you fall from the pillars at any time, the switch on the floor will reset the room to its original state.

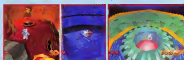
## BONUS LEVEL

During this level you get to take on the role of the ball. You will be dropped into a haunted house where you must collect all the Garbs and escape through the portal before time expires. There is no right or wrong way to complete this area; you just need to find a pattern that works for you.

## WORLD 6 SPACE

## Level 1

"Space... the final frontier." You have just entered the final world. Immediately to your right is a spaceship that crash-landed into the side of a mountain. Do a double jump to reach the top and collect the extra ball found there. There is a lot less gravity in this world, so double jumps can take you to many new heights. Hit the switch on the way down the hill to turn on the wind machine to the left. In the right corner facing the mountain walls, you will see a different colored section in the wall. Search through there to find a secret area containing an extra ball. When you reach the center of the flying saucer, hit-slam through the glass to go inside, then collect the Garbs and hit the switch to launch a missile to open the exit.



## Level 2

At the start of the level, turn around and go up the hill to find three Garbs. On the way down the hill to the right, there is a platform that contains a switch. If you look closely at the mountain wall behind the platform, you will see a small ledge. At the top of this ledge you will find a Speed-Up potion and a small switch in the floor. After you grab the potion, run over the switch and continue toward the opposite wall as fast as you can; you'll see a new opening there. Continue down the main path to find another ledge on the right wall. This ledge contains Garbs and also leads to a switch. After activating the switch, go all the way back to where you started. Timing is crucial now: When you hit the red-and-yellow switch and the door opens, run like crazy! If anything slows you down on the way to the door, it will close and you will have to start over from the beginning.



## Level 3

Once you've passed the doors, jump on the conveyor belt and go for a short ride until you see a platform on the right. After you collect the Garbs, jump back on the conveyor belt heading in the opposite direction. Again, jump off at the first platform on the right; you'll find a switch. This switch will lower a sign that blocks the path leading to an extra ball and Garbs. Finally, take the conveyor belt all the way to the end and teleport to the second floor, where you'll turn on the huge fan. Now you can collect the Garbs by simply walking on air. When you've passed the fan, turn the ball into its steel ball-bearing form and place it in the red square. Now hit the switch to the left; the magnet will carry the ball to the other side, creating a new bridge for you to cross over. Use the red star and the ball will automatically come back to you. After you pass the robot doorway, you will see Garbs on the right side behind the glass blocks. Be careful of the moving floors as you make your way to the exit.

## THE BOSS



You may think you're prepared to battle Cross-stitch, but you'll have to take out his greatest creation first. The first step to beating this giant robot is to run behind him—which is easy, because he's very slow. When you get behind him, keep following him until he stops and drops a bomb. After the bomb explodes, the robot will remain motionless for a short period of time. Now's your chance! Jump in between his feet and climb onto his right foot.

Now you are in control of your very own robot. Facing Cross-stitch for the first time. When Cross-stitch arms—in another robot, no less—he will start to launch missiles at you. Take aim and try to destroy both of his arms while knocking the missiles out of the air. When both arms are destroyed, your next target is the head. Destroy the head and you can hit back and watch Cross-stitch receive what he deserves.

## BONUS LEVEL

In the last bonus level, you must fly around a large room collecting Garbs. The modes way to get there all is to fly above a column of Garbs and then fall to the bottom. When you reach the bottom, you can grab another potion and fly back up, collecting another column of Garbs on the way. Keep doing this until all the Garbs have been collected. When you are finished, fly back to the top and exit through the portal before the timer expires. Congratulations—you're the Glover champ!



# Xenogears

by Ara Shikrinian

**F**eaturing a beautiful soundtrack composed by Yasunori Mitsuda (responsible for the music in the incredible Super NES game *Chrono Trigger*), *Xenogears* is by far the best RPG I've played in the last three years or so. With a highly intricate storyline and the addition of some totally new battle systems, this game is a must-have for any RPG fan's game collection.

## Character Development

### Battle Systems

In *Xenogears*, there are two different types of battles: those you fight while in your gear and those you fight while on foot. Aside from the fact that these two modes differ in subtle yet very important ways, so it's crucial to be able to fight efficiently in both modes.

much more powerful than your normal attacks, sometimes by a factor of ten or more. Normally, each Attack Point (AP) you use contributes toward deathblow learning. So, if you use deathblows too often, you won't be able to have access to new (and more powerful) ones in the moments when you need them most. In order to maximize the learning of deathblows, it's a good idea to not ever use them in normal battles (unless it becomes crucial to surviving a battle). This way, during a boss battle, you'll have some really devastating attacks at your disposal.

In addition, the combo system allows you to save your APs each turn (up to your APs minus 1 AP per turn) until you have a maximum of 28 APs stored, then unleash a combo of deathblows that can inflict a really massive amount of damage on your enemies. This strategy is essential to defeating certain types of bosses, especially the ones who can heal themselves faster than you can normally damage them.

## Main Characters



### Elhaym Van Houten

#### Deathblows

	AP	Button Combination
Screamers	4	△, X, X
Cyclone Kick	5	△, X, X
Breakthrough	5	△, X, X
Double Shock	6	△, X, X, X
Sky Attack	6	△, X, X, X
Bright Spark	6	△, X, X, X
Sting Kick	6	△, X, X, X
Anemo Zap	7	△, X, X, X, X
Terra Charge	7	△, X, X, X, X
Thermo Thump	7	△, X, X, X, X
Aqua Frost	7	△, X, X, X, X

#### Other

	EP	Description
Anemo Bolt	2	Lightning (wind attack)/all enemies
Terra Lance	2	Earth magic (earth attack)/all enemies
Thermo Cube	2	Fire shroud (fire attack)/all enemies
Aqua Ice	2	Flash freeze (water attack)/all enemies
Thermo Burn	6	High voltage (wind attack)/all enemies
Terra Storm	6	Landslide (earth attack)/all enemies
Thermo Dragon	6	Incinerate (fire attack)/all enemies
Aqua Mist	6	Vast freeze (water attack)/all enemies
Anemo Wave	10	Plasma flash (wind attack)/all enemies
Terra Ghost	10	Bury alive (earth attack)/all enemies
Thermo Largo	10	Detonate (fire attack)/all enemies
Aqua Lord	10	Avalanche (water attack)/all enemies

#### GEAR

Vierge



### Citan Uzuki

#### Deathblows

	AP	Button Combination
Amatozo	4	△, X, X
Engetsu	5	△, X, X
Amajimo	5	△, X, X
Himatsu	6	△, X, X, X
Yako	6	△, X, X, X
Zanetsu	6	△, X, X, X
Miyu Jutsu	6	△, X, X, X
Festive Wind	7	△, X, X, X, X
Rumble Earth	7	△, X, X, X, X
Raze of Fire	7	△, X, X, X, X
Crystal Water	7	△, X, X, X, X

#### Other

	EP	Description
Sazanami	2	Restores HP/1 ally
Reiki	2	Next Ether effects ally
Fuuseli	4	Blocks earth attack/1 ally
Chiseli	4	Blocks wind attack/1 ally
Kinseli	4	Blocks water attack/1 ally
Suiseli	4	Blocks fire attack/1 ally
Ikkeshusho	3	Removes physical effects/1 ally
Reisho	3	Removes mental effects/1 ally
Koga	2	Defense up, attack down/1 ally
Yamiga	2	Attack up, defense down/1 ally
Senkei	6	Speed up next turn/1 ally

#### GEAR

Reimaid





## Gear Battles

Gear battles are more complicated and—in general—much more difficult than character battles. This difficulty is caused mostly by the introduction of fuel into the number of other variables you need to worry about during a battle. As you battle, your Gear cuts up fuel. Once your fuel is gone, you won't be able to do anything unless you charge. Basically, it's all over for you at this point, unless you only very occasionally beating an enemy or the enemy is very weak. Charging (unless you have a special item) only enables you to move for one or two turns before having to charge again, so it's very inefficient to spend any turns charging if you can help it. The kicker is that there is no other way to replenish fuel except at certain points in the game, and these points are not ever during battles or even between most battles. Further complicating matters is the Booster function that every Gear is equipped with. Turning your Booster on and off takes an entire turn: while your Booster is on, your speed will increase greatly, but it will eat up fuel at a high rate as well. It's inefficient to waste turns turning your booster on and off continuously during battles, so in order to keep such actions to a minimum, it's important to keep an eye on both your fuel and HP levels. When you see that you have a large amount of HP and/or little fuel, it's probably not reasonable to use the Booster. However, if you notice that you have a large amount of fuel relative

to the amount of HP, then using the Booster will probably be advantageous. It is difficult to quantify what a "large" amount of HP or fuel is, since it will change depending on where you are in the game and who you're fighting against. Usually, it will take a few turns at the beginning of the battle to be able to feel out how quickly your HP is dropping and how quickly your fuel is dropping. Whenever you feel that your HP will run out before your fuel does, it's time to turn on the Booster. Of course, during some boss battles you can turn your booster on in the first turn and leave it that way during the entire battle. I'll note where this is possible later on in this strategy.

## Equipment

Another major difference in character and Gear battles is how your strength is determined. For your character, obviously a combination of your level and your equipment determines how strong they are. However, for Gears, the parts they are equipped with (not your level) almost exclusively determine how powerful they are. If you're fighting a boss and all your Gears have not equipped the best parts available thus far, you'll be at a great disadvantage. If you find you're having real problems fighting a certain boss with your Gears, it's probably because your Gears aren't equipped with the best parts you can buy.

## Gear Attacks &amp; Deathblows

While in your Gear, you'll almost always have two different normal attacks at your disposal: Level 1 (A button, consumes 10 fuel, Level 2 (C button, consumes 20 fuel). The more fuel the attack takes, the more powerful it is. However, the more powerful the attack is, the higher the likelihood is that it will miss. You'll need to take these trade-offs into consideration every time you attack. Whenever you perform a normal Gear attack, your Attack Level will increase by 1 until you reach its maximum. Your maximum Attack Level depends on the experience level of your character. When your Attack Level reaches 1, you'll be able to initiate a deathblow move by using a Level 1 attack. At this point, the button command to perform the deathblow move will appear at the bottom of the screen. Once you finish the deathblow, your Attack Level will drop back down to Level 0. If your Attack Level reaches Level 2, you can use either a Level 1 deathblow the same way as before, or you can perform a Level 2 deathblow by initiating a with a Level 2 attack. Once your Attack Level reaches 3, it gets a little more interesting. You can initiate a Level 1, 2 or 3 deathblow; however, if you're at a high enough level and stay at Attack Level 3 (i.e., don't do any deathblows, there is a probability that your Attack Level will become infinity on the next turn. This probability is the "Hyper Mode" percentage shown on the screen. As your Gear's HP decreases, this percentage approaches 100%. Once an Attack Level infinity, you'll have three turns until your Attack Level drops to 0. At this point, you'll be able to perform incredibly powerful attacks with a minimal cost of fuel...and you'll be able to charge your fuel at ten times the normal rate!

## Bartholomew Fatima

## Deathblows

	AP	Button Combination
Head Hunter	4	△ X
Twin Sonic	5	△ X
Rhythm Shock	5	X
Dynamic	6	△ X
Astral	6	△ X
Bracer	6	△ X
Justica	6	X
Angel	7	△ X
Land Break	7	△ X
Prominence	7	△ X
Tornado	7	△ X

GEAR  
Brigandier

## Ether

	EP	Description
Wild Smile	2	Accurate down/1 enemy
Heaven Cent	2	Ether attack/1 enemy
White Lure	3	Turn attacks toward self/1 enemy
Red Colopine	4	Attack up/all
Blue Colopine	4	Accuracy: Evade up/self
White Colopine	4	Counter against enemy/self
Wind Mode	4	Add wind to attack/all
Earth Mode	4	Add earth to attack/all
Fire Mode	4	Add fire to attack/all
Water Mode	4	Add water to attack/all

## Fei Fong Wong

## Deathblows

	AP	Button Combination
Ragin	4	△ X
Senretsui	5	△ X
Hagan	5	△ X
Hosen	6	△ X
Tenbu	6	△ X
Ryujin	6	△ X
Koho	6	X
Fukei	7	△ X
Chikai	7	△ X
Kakei	7	△ X
Suikai	7	△ X
Kokei	7	△ X
Yamiku	7	X

GEAR  
Weltall

## Ether

	EP	Description
Guided Shot	2	Ball of Chi attack/1 enemy
Inner Healing	2	Restores MP/1 ally
Iron Vokur	4	Attack up/self
Counter Force	4	Counter when enemy attacks/self
Yan Power	5	Defence up: attack down/self
Yin Power	5	Attack up, defence down/self
Radiance	10	Explode with space Chi/1 enemy
Big Bang	20	Attack enemy, star effects/all enemies





World Map 1

## World Maps

There are two different world maps in *Xenogears*. Although they look quite similar, once you arrive at the second world map you won't be able to enter many of the areas you were once able to in the first world map.



World Map 2

## Billy Lee Black

### Deathblows

	AP	Button Combination
Adam's Apple	4	△△△△
Gunholio	5	△△△△△
Hell Blast	5	△△△△△
Nut Crack	6	△△△△△
Sky Walker	6	△△△△△
Devil Blast	6	△△△△△
Banfrau	6	△△△△△
True Dream	7	△△△△△
Holy Gate	7	△△△△△
Dear Friend	7	△△△△△

### Ethers

	EP	Description
Purity Light	2	Removes all effects/ally
Healing Light	2	Restores HP/ally
Holy Light	4	Restores HP/all allies
Goddess Cull	4	Speed up next turn/ally
Goddess Eyes	4	Defense up/ally
Wind Shield	4	Blocks earth attack/ally
Earth Shield	4	Blocks wind attack/ally
Fire Shield	4	Blocks water attack/ally
Water Shield	4	Blocks fire attack/ally
Goddess Wake	8	Removes KO status/ally

### GEAR Ronamazuo

## Emerald

### Deathblows

	AP	Button Combination
Leg Cutter	4	△△△△
Wave Cutter	5	△△△△△
Leg Spin	5	△△△△△
Hammerhead	6	△△△△△
Grand Arm	6	△△△△△
Divider	6	△△△△△
Flying Arm	6	△△△△△
Tornado Head	7	△△△△△
Reycourt	7	△△△△△
Dark Beast	7	△△△△△

### Ethers

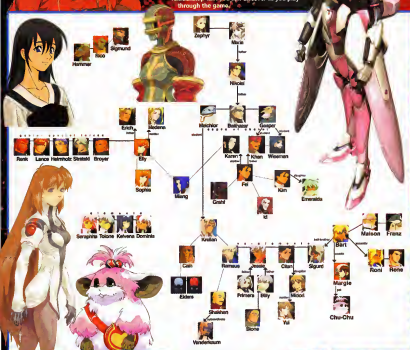
	EP	Description
Anemo Dham	3	Nanobolt (wind attack)/all enemy
Terra Feist	3	Nanobolt (earth attack)/all enemy
Thermo Gord	3	Immolate (fire attack)/all enemy
Aqua Aroum	3	Waterfall (water attack)/all enemy
Anemo Omega	6	Air to plasma (wind attack)/all enemies
Terra Holz	6	Bury alive (earth attack)/all enemies
Thermo Giest	6	Firespread (fire attack)/all enemies
Aqua Dham	6	Geyser (water attack)/all enemies

### GEAR Emerald



## Character Relationships

Here's a diagram of the relationships of most of the important characters in *Xenogears*. Black lines without arrows denote characters who are merely associated with each other but have no special relationship. Gray lines denote a secret relationship that you will discover as you play through the game.



## Rico Banderas

## Deathblows

	AP	Button Combination
Rico Rocket	3	△ X X
Death Drive	5	△ X X X
Banderas	5	△ X X
Dragon Fist	6	△ X X X X
Fire Bomb	6	△ X X X
Pile Crusher	6	△ X X X
Spin Strike	6	X X X
Death Roll	7	△ X X X X X
Flame Lariat	7	△ X X X X X
Hell Splash	7	△ X X X X X

## Ether

	EP	Description
Steel Fist	2	Attack w/ belt
Steel Body	2	Defense w/ belt
Steel Spirit	2	Ether defense w/ belt
Steel Mettle	4	Gatling gun's shots' energy

GEAR  
Stier

## Maria Balthazar

## Deathblows

NONE

## Ether

	EP	Description
Robo Beam	2	Shoot head laser beam/1 enemy
Robo Missile	4	Shoot near miss shot/1 enemy
Robo Punch	5	Megapunch (physical attack) / enemy area
Robo Kick	8	Gigakick (physical attack) / enemy area
Graviton Gun	30	Sealed weapon gravity gun/all enemies

GEAR  
Siebzehn







## Babel Tower & Ft. Jasper (Sobriety Gate #1)



**Battles 1 & 3**  
**Bledgish (Dominia)**  
**Mantis-basher (Kuberna)**  
2,380 HP, 5,000 HP

Defeat Mantis-basher first, as she's the one that does all the healing. Remember to conserve your fuel the first time, since you'll have to hold down boost for her level 10000 doubleblow, as it's the most efficient way to attack.



**Battles 2 & 4**  
**Grandgowl (Seraphita)**  
**Skyburn (Hollow)**  
5,330 HP, 5,000 HP

For your notice, these two enemies use attack orders to beat down the previous battle. Skyburn's first attack has attacks on more powerful and the last two HP.



Note, you will have to fight four battles consecutively in two different places. Your party will be split up, and you won't have any opportunity to save or heal in between each one. This sequence of battles is probably the second hardest in the game.

Be able to return to the first world map if and only if the lowest gear again.

## Undersea Gate Cave (Sobriety Gate)

**Crescents (Emeralda)**  
12,500 HP

This battle shouldn't be very hard at all, even though Crescents has a lot of HP. After this battle, you'll have your party and you'll need to look at the point. If you're in the Queen Zapher to have for Salvia, you'll never.



**Excutioner, Grah**  
5,000 HP, 7,000 HP

This is the last battle you'll fight in the game, and it's a tough one. Both enemies are powerful, though Excutioner is more powerful than Grah. He can kill your characters more easily than he can Grah. Focus your attacks on Grah.



## Tauru's House

**Vendetta (Ramsus)**  
10,800 HP

Over 2 begins with a number of really easy battles against a bunch of enemies. Ramsus is the boss of this battle, but this time he's alone. It should take you only three or so turns to beat him.



## Amara Dungeon 1

In the first Amara Dungeon, the Activation Code for the first lock is A, B, C, D, E. Once in the Central Elevator, you'll have to input another code in each of the four terminals surrounding the elevator. The codes are as follows:

Address A: 2  
Address B: 4  
Address C: 8  
Address D: 5

After entering these codes, if you search the area to the right of Address A, you'll be able to activate the elevator and proceed further.

**Kelena, Seraphita, Tolone, Dominia**  
2,000 HP, 2,800 HP  
2,000 HP, 4,000 HP

To attack Kelena with a 25 AP combo, otherwise, she'll just be cutting herself. You can also have your own characters swing their own attacks. You can also use the same item to get the same additional combos on the other three enemies to go.



**G Elements**  
15,000 HP

The Elements make their final appearance by combining all the Elements into one huge boss. Concentrate on inflicting as much damage as fast as possible, don't worry about your fuel levels. Turn over your inventory and use the last item you have left, as you'll be in a battle with nearly 15,000 HP. It's a good idea to use the last item you have left, as you'll be in a battle with nearly 15,000 HP.



## Alcan

**Pt. Hurricane**  
15,000 HP

Next, you'll watch a cut sequence in the Vignette transition into the final battle. The final battle is a tough one, but you'll have to win it. The final battle is a tough one, but you'll have to win it.



## Sufal vs. Sufal Miss

**Sufal vs. Sufal Miss**  
1,200 HP, 5,000 HP

Although the Sufal has more health than the Sufal Miss, you should still fight the Sufal Miss before all of the other Sufals are destroyed. Otherwise, the Sufal Miss will start using some very powerful attacks on your party.



## Amara Dungeon 2

The second Amara Dungeon contains some truly great puzzles. In the first area you appear in, you can move the large blocks and to find a small room where you can go into the cave. You'll find a small room with a switch on the wall and a large block on the floor. The key here is to get three stones to fall into the room so you can push them into their respective holes. One of the stones on the wall will read "10 steps south, 10 steps west." From this point, if you walk exactly the movement, a stone should fall from the ceiling. Another message says, "Check the back of the stone pillars." If you do this, a second stone should fall to the ground. Now the task is to move the two stones that have fallen into the room.



After putting down the two stones, you'll be able to advance to the next area. Further ahead, you'll find a series of smaller enemies. The first is a hallway filled with insect enemies. You can go ahead and get the items on the top shelf, but watch out, because there are enemies in front and behind you. You can go ahead and fall through the first trapdoor and pass the first trapdoor.

In the next room, a platform with pillars will rise from the ceiling. What is the answer of the puzzle? The answer is to jump up to the top shelf where it is a door leading into the next area. First, you'll be in a room with four enemies and a pool of water on the ground, with one side of the pool. If you assign enemies to the water, the enemies will be in the water. If you assign enemies to the water, the enemies will be in the water. If you assign enemies to the water, the enemies will be in the water.

After you defeat 25,000 HP damage on Hammer, it'll start to use fuel and you'll be able to escape from the battle. If you don't escape, it'll explode and kill everyone. It is technically possible to defeat it before he dies, but it's extremely difficult unless your characters are at an abnormally high level.



**Hammer**  
25,000 HP



After you defeat 25,000 HP damage on Hammer, it'll start to use fuel and you'll be able to escape from the battle. If you don't escape, it'll explode and kill everyone. It is technically possible to defeat it before he dies, but it's extremely difficult unless your characters are at an abnormally high level.



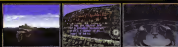
**Elbridge****Deus****10,000 HP**

The key to defeating Deus is to allow him to damage himself.

He has an attack that will halve everyone's HP, including his own, taking along those characters who have Hi-Revving Gear parts, and puts on them and half yourself each time. On the fourth turn, Deus will lose 2,500 HP from his own attack. At this point, he'll only have 2,500 HP left and you'll be able to kill him in one or two strikes.

**Alpha Weillat (Graff)****7 HP**

You can't see this battle, so just let Graff kill you.

**Merkava**

In the next few battles, you'll have to face Merkava and Mlang for the very first time. Unfortunately, this is the hardest opponent of battles in the game because he's too hard to defeat. But since you have to face Mlang several days ahead with reduced resources, you may have to play these battles a few times before winning.

**Amphyvans (Ramsus)****20,000 HP**

Ramsus has a technique that will reduce all your party's HP to 1.

He'll do it at the beginning of the battle, then more after a number

of turns have passed. Your top priority here is to defeat Ramsus as quickly as possible. Ideally, you will want to defeat him just before he has an opportunity to use his HP-draining technique for the second time. If he uses it twice, you'll be at a severe disadvantage when you go against Mlang. Turn on your Hi-Revving Gear parts, and let your characters get hit. Attack Level is so quickly as possible, don't let your HP drain until they reach level 1. If you have about half your HP and half by the end of the battle, you should be in good shape.

**Optimorph (Mlang)****25,000 HP**

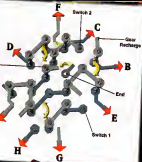
While fighting Mlang, you should leave your frontiers off, unless you have built over half your fuel left. Also, don't use System 10 at all. You're going to have to spend a number of turns curing your characters for attacks on your powers—and it's more efficient to have the fuel available for curing. Use the same attack strategy you used against Ramsus in the previous battle.

**Id****35,000 HP**

This fight is fairly long, but it's just keep attacking until he's finished.

**True Weillat****20,000 HP**

Here, you'll face David with just fuel. You won't be able to use System 10 anymore, however, so you'll be at a new disadvantage. Xenogears. This puppy is always on the Hyper Mode, so you'll be constantly surrounded all your turns in Attack Level. If you're using the your character fight away and don't get hit early.



the rules keep the story, so you can't tell who you're going to fight. In the room, the rules will be spinning around. Make the construction piece as quickly as possible by keeping it repeatedly. When you have control of your character, the rule to your left should be Merkava or in power from left to right. Behind Merkava is Sordel, followed by Mlang and Merkava. Moving their locations, you can choose which ones to destroy and which ones to build. Save your strongest characters for Deus, and use your weaker ones to destroy the others, after taking any number of hits, if you don't think you can beat another one with just your weaker characters, that's fine to go after Deus. The most efficient way to beat Deus is to use Sordel and Sordel.

**Merkava****Controls Deus's****Earthly Anointment****25,000 HP**

The way to this Sordel one of the best to beat. In fact, it won't be a big disadvantage to you if you used him, since he's such a pain.

**Merkava****Controls Deus's****Heavenly Anointment****45,000 HP**

Merkava is a bit tougher than Sordel, but still pretty easy. The Heavenly Anointment technique can inflict a range of status effects on your Deus, none of which are terribly damaging.

**Deus****55,000 HP**

If you've defeated most of the other surrounding Deus, you shouldn't have too much trouble, as long as the characters you bring into the battle haven't been used for any of the previous ones. It should definitely be easy, so it's not a good idea to use your strongest characters. Don't use frontiers, so you can conserve your fuel for healing purposes, and allow your characters to get into Attack Level fairly as quickly as they can.

**Sordel****Controls Deus's****Heavenly****25,000 HP**

Sordel is really easy to beat, so you should use your weaker characters to take him out.

**Merkava****Controls Deus's****Fuel Drain****55,000 HP**

Merkava is really tough. You have to repeat it will probably hit much heavier than you will in the game. But only can you get one any disturbance at all of the fuel. But the Fuel Drain that Merkava uses constantly will deplete your resources very quickly. If you choose to fight Merkava, do it last, since any characters participating will have all of their fuel gone by the end of the battle.

**Uretholus****55,000 HP**

Uretholus is the last battle. You'll have to fight Uretholus with just fuel by himself. He'll have a lot of fuel, so you'll have to use your strongest characters here, and keep attacking. Use the 'Cutback to Attack' until you reach Attack Level 10, at which point you can use your 'Killer' death. When you reach 10, you'll have to use your 'Killer' death. You should be able to finish him in about ten turns.

**Additional Areas**

Still having fun?

Well, on the second world map, there are a few other side quests you can explore.

**The Lighthouse**

Here, there's a huge underground city to explore. Try bringing some of the other characters with you when you go.

One of the other characters will be able to find the special arm shop, where he sells you some of the most powerful gear parts that you won't be able to find anywhere else.

**Scuttling Areas**

You can go back to Merkava, and the Battling Area will still be there.

You'll want to be able to choose from a large variety of gear to build with in exchange for some of the other's areas. The player will

**Commons Area**

There are lots of side by tough enemies here, along with a few rare ones. Like the Yarnote sword for Gien.





# CRASH BANDICOOT WARPED

by Jason Wilson

Crash Bandicoot is back! *Warped* is larger than its predecessors and more innovative than any of Crash's adventures to date.

The gameplay environments are immense, with wildly diverse scenarios. One minute you'll be bombarded by Arabian scenery, the next you'll be riding along a baby tiger on the Great Wall of China, battling with underwater goons in Atlantis or riding along a motorbike and jet-ski! Crash's little sister Coco is also a playable character in certain levels.

Uka Uka—Aku Aku's evil twin—is now

Crash Bandicoot's main enemy. He has a time machine that is capable of finding the crystals and gems in their original spots before Crash foiled Dr. N. Tropy's plans! With all new levels and cool new gameplay sequences, *Crash Bandicoot: Warped* is arguably one of the coolest platform games of all time, even for those of you who are not familiar with the series. Follow the directions below in our ultimate strategy guide in order to finish all the levels and defeat Dr. Neo Cortex. If you locate all of the gems, crystals and relics, you will finish the game with a rating of 105%!



## Crystals

If you don't find all 25 crystals—one in each of the first 25 levels—you will not be able to finish the game. In the motorbike levels, you must finish in first place in order to earn a crystal.



## Relics

After you earn a crystal by finishing a level, you can re-enter the level and pick up the dock icon to play through that level in time trial mode. Try to beat the designated best time! Depending on how quickly you finish, you can earn a silver, gold or platinum relic. Believe me when I say that the platinum relics are EXTREMELY difficult to get! You'll need relics in order to open up five secret stages that appear in a secret warp room; more on this later.



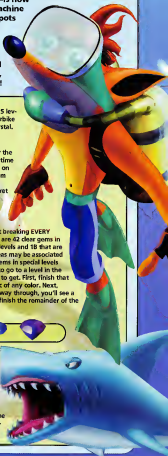
## Gems

Like the previous games in the series, you won't be able to finish the game and see the "ultimate" ending without breaking EVERY box in EVERY level in the game! There are 42 clear gems in the game; one for each of the first 25 levels and 18 that are available after completing a secret area in certain levels. Secret areas may be associated with different paths taken within a level. There are also five colored gems in special levels that warp you to hidden locations. To get the colored gems, you will need to go to a level in the warp room that has a colored gem displayed as one of the gems you need to get. First, finish that level to get a crystal, then play the level in time trial mode and earn a relic of any color. Next, enter that level again and play through it without losing a life. About halfway through, you'll see a transport platform that has been activated; get on the platform and finish the remainder of the level to receive the colored gem!



## Stage Tips

The remainder of this strategy guide will give you tips on how to finish each stage. This information is also valuable when you have to go back and earn relics in time trial mode! You must collect 29 relics, find 43 gems and finish all the secret levels to achieve a 105% rating at the end of the game.







# Warp Room

## Level 1: Toad Village

The weak swinging swordsman is easily defeated by waiting for him to spin his sword once. Use Crash's spin move to annihilate him afterwards. Jump on the "7" platform to enter the

bonus level. If you lose a life in any of the game's bonus levels, you will lose all of the fruit and extra lives that you earned in that bonus level.

THIS IS AN EASY PRACTICE LEVEL THAT WILL PREPARE YOU FOR THE CHALLENGES THAT LIE AHEAD.



## Level 2: Under Pressure



when you spot these pillars in the distance and jump over the gorges. Some of the Komono dragons rise above you, leaving you cause to ignore them instead of leaping over them. Jump on the trap doors that open to bounce to upper sections of the bridge and find the other hidden boxes!

## Level 4: Bone Yard

THE NUMEROUS FIRE PITS AND GIANT ARMADILLO CHASE MAKE THIS THE MOST CHALLENGING STAGE YET!

Watch for the shady characters lurking below the lava pit; you can jump on top of their heads to stop them. A second armadillo will chase you, and fallen trees will be added to your list of obstacles. Jump over them cautiously.



the wrong way and there will be no other way for you to get your bearings until you are back at the beginning of the game!



## Level 5: Makin' Waves

Coco's back, this time on a jet ski! Maneuver your way through the bombs (marked with skulls) and be careful of the bombs that are strategically cupped in groups of three. Slow down to gather up the items in the boxes and keep a close watch on the directional arrow at the top of the screen. If it is not in a downward position, you are going

## Bonus Tiny Tiger

BONUS

After Tiny Tiger bounces around a bit, walk under him every time he jumps, then use your spin move to knock him down. He will climb back onto his throne as lions come out of their confines to nab you. Simply jump over the lions and wait for Tiny Tiger to repeat his predictable fighting method for an easy victory! After defeating Tiny Tiger, you will obtain the ability to do the Super Body Slam!





# Warp Room 2

## Level 6: Gee Wiz

A fairly simple level that can be sped through with the greatest of ease.



to mistakes. The jumping frogs will kiss you and turn into princes if you get too close. Jump over the gaping holes in the landscape and head past the bridge to victory.

Watch out for the wizards and the spells they hurl at you. They are fairly quick and usually not prone



## Level 7: Hang'em High

This is not an easy trek to get through. Many ludicrous jumping techniques will have to be mastered in order for you to get through this level unscathed. Hold the D-pad **Left** when you jump on the flying carpets that are settled in the air, then hold **Right** when you jump to the second carpet. Make sure you jump on the furthest left edge of any other flying carpet when going forward to leave room for error in

case your jump goes awry. Jumping up will allow you to climb the ceiling; pressing **Down** on the D-pad along with the **X** button will allow you to drop. Going too fast through the ceiling level may cause you to get smashed by the erratic caterpillar scurrying about. The yellow gem is located in this level as well.

## Level 8: Hog Ride

Crash puts on his motorcycle jacket and gets ready to rumble! The only way to finish this level is to achieve a first-place rating. Green speed bursts are located throughout the course; use these to catch up to your adversaries and jump on the ramps to barge through all the boxes. Police cars are strategically placed on the left and right sides of the road during some curves; it's up to you to decide which way to turn in order to avoid them.



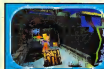
## Level 9: Tomb Time

Finding Aku Aku in this level is a near necessity. From the moment you start running, a mean gator is jumping at you from a pit below, snapping away and looking for an early supper. Watch his left-to-right movement and jump when he dives back into his hiding spot. The jumps must be well-timed and precise or Crash will fall into a

pit of despair. If you have already obtained Crash's Double Jump, you can go back to this level and get another Aku Aku after coming across a fork in the road. Oil will make Crash faster and uncontrollable in some locations. Stay as close to the walls as possible to avoid any unforeseen mistakes.

## Level 10: Midnight Run

Similar to Level 3: Orient Express, except the scenery is a nighttime skyline. Coco and the baby tiger will have to jump over an array of barrels to avoid getting pummeled. The barrels that are placed on pillars are nearly unavoidable, so it's important to control your jump and watch your landing area. Remember, it's not necessary to obtain all the special items the first time you try to finish a level. Doing so can cut down on the amount of fun you're having and cause you to lose a lot of lives for no good reason.



## Boss: Dingodile



At first it seems that Dingodile is invincible, but with a bit of patience you will be able to memorize the movements of the ice crystals that surround him. Once you've got the pattern figured out, beating this boss is a relatively easy task. After defeating Dingodile, you will acquire Crash's Double Jump.





# Warp Room

## Level 11: Dino Might!

The Crash lookalikes can be stopped by jumping on top of their heads after they stop spinning; you can also slide into them or shoot 'em with the bazooka.



when you get it. Time your jumps over the lava pits and you should be fine. If you have the yellow gem from Level 7, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32!

CRASH IS BACK IN HIS SOUL! DEATH, BUT THERE ISN'T MUCH HERE THAT YOU HAVEN'T SEEN BEFORE.



## Level 12: Deep Trouble

Continue onward with your fishmobile and blow up the nitro boxes. Watch the rotating blade and swim clockwise around it to get through the tube. Wait for the whirlwinds to subside and you should have no other difficulties getting through this repetitive level. The red gem is located here as well.

## Level 13: High Time

Jump carefully on the "up" arrows and onto the D-pad in the direction you wish to land after bouncing on the flying carpets. You'll encounter ninjas who throw the molotov cocktails at you; either wait for them to finish or use Crash's newly acquired double jump to sail freely over them. Many obstacles will confront Crash in this stage, but there's nothing his spin move can't handle. Near the end of the level, a knife-wielding lunatic will attack! Double jump to land on him, then carefully jump across the remaining flying carpets to safety. The purple gem is located in this level as well.

THIS LEVEL IS REALLY SIMILAR TO LEVEL 11. HUNDEN HIGH! IT'S TIME TO LEARN HOW TO PLAY IT WITHOUT THROWING YOUR CONTROLLER ACROSS THE ROOM.



## Level 14: Road Crash

Crash has more craters in the road to watch out for...and more police cars on the lookout. Near the end of the race, stay to the middle of the road to avoid turning into the three ditches that are placed on both sides of the highway. Keep an eye on the yellow road signs to get an idea of when to make crucial turns. One of these signs is very special; near the middle of the stage, on the left side of the road, you'll find a sign that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Cool!

## Level 15: Double Header

The huge siamese twins swing large baseball bats, but can't seem to stop Crash from jumping on top of their heads. Do this to get out of trouble—and steer clear of those kissing frogs!



## BOSS: N. Tropy

N. Tropy's pattern is annoying at first, but is still quite simple to beat. He will begin by throwing a series of fireballs at you. Avoid these by jumping over them when they come at you, then double jump over the red laser beams that follow.

You may opt to double jump over everything if you haven't figured out the timing yet. N. Tropy will then lay out a pattern of blocks for you to jump over to the other side. Use your spin move to knock him down, repeating this pattern two more times to stop him completely.

After defeating N. Tropy, you will have obtained Crash's Death Tornado Spin!





## Level 16: Sphinxinator

OBVIOUSLY, YOU WILL TAKE THE ROAD TO THE RIGHT WHEN YOU FIRST WALK INTO THIS LEVEL!

Keep moving forward and you will notice a moving coffin. Use your spin move once to reveal a mummy, then spin again to obliterate him. Stay to the right when passing the oil and nitro, then double jump across the moving platforms. Watch for holes in the ground; spikes will appear out of nowhere. Midway through the level, spotlights will coincide with spikes that flare out of the wall. Jump over and around these spotlights to avoid the loss of a life. Near the end of the level, you'll find numerous flower pots. They seem harmless at first, but when you sneak closer, little people will appear and throw things at you. Simply use the spin move to barrel through them and get to the end of the level.



## Level 17: Bye Bye Blimps



Coco takes to the sky like the Red Baron, attempting to destroy the seven blimps needed to advance to the next stage. Use your Barrel Roll to avoid bullets from enemy planes and shoot them when in immediate sight.



## Level 18: Tell No Tales

Coco again! This time she's back in the water, and the layout has not changed at all. The immense ship is still intact and still hurling bombs at Crash's sibling. Watch for the ramps that vault you into the air and over the bombs—and keep an eye out for the sharks, since they blend in quite well with the color of the ocean.



## Level 19: Future Frenzy

Watch the moving floor that lies ahead and calculate the amount of time between each red laser beam; this should get you past the first area with ease. After taking a special warp disc, you will have to double jump over the red barrels and hop on top of the UFOs. Wait until the shell-like spikes have gone back into hibernation, then jump on top of them to pass safely. This level is time consuming, but not difficult.

## Level 20: Tomb Wader

**FRUSTRATION GALORE!**

This is the most difficult level in the game, no question about it. At the beginning of the level, you will notice a spinner that will open doors that lie ahead. It is crucial for you to choose the right instant to go into the water to open the door; if your timing is off, you'll drown. Jump around or on top of the bouncing spiked lunatic, then head on to the perils that await! Jump on the silver pillars and wait for the water to sink to a level where it is feasible to walk through. Slide through the enemy with the big shield to pass through him. The second time you encounter him will be tricky. After the water level has been lowered, jump over the gaping hole and slide immediately; anything else will lead to automatic death. Jump on the pathways that open from the wall for safety as well. The blue gem is located in this level.



## N. Gin

N. Gin is not your typical boss character. In fact, this marks the first time in a Crash Bandicoot game that Crash doesn't actually fight a boss! His sister Coco takes his place with her very own spaceship. Holding the **○** button will allow you to fire at N. Gin; shoot at both sets of big guns on his sides, then shoot the midsection and yellow openings that fire bullets at you. After you defeat the first spaceship, N. Gin will attack with a much larger model; this one has seven different sections to blast. Annihilate the bottom sections, then blast the top five while avoiding the crystals; they are invulnerable to your fire and can only be dodged by heading to the opposite end of the screen and waiting for them to explode. After defeating N. Gin, you will obtain Crash's Bazooka, which can be used to take enemies by surprise!



which can be used to take enemies by surprise!



# Warped Room 5



## Level 22: Orange Asphalt

This time, Crash and his motorcycle face an obstacle course that includes police cars moving back and forth. Try to obtain all of the speed bursts and avoid the tight turns. In time trial mode, your best bet is to wait a few seconds and let all of the other vehicles pass, then gather the clock to start the time trial. This allows you to finish the course without having to bump into other cars!



## Level 24: Flaming Passion

Use your bazooka to knock out all of the sword-wielding enemies and the ninjas that hurl fire from above. You will come across a flying carpet that will cause you to bounce. Use the double jump to make it up the platform. Further along, you'll notice four lanes of flames that appear. You can either beat the ninjas with a bazooka or move forward once the flames have subsided. This takes a bit of practice, but is still a safe method as well. The two carpets that move counterclockwise can be easily avoided by jumping on any of the two, then double jumping forward to move across the plain. The green gem is located in this level as well.



## Level 21: Gone Tomorrow



a moving platform. Stand in the middle of the platform, then use Crash's bazooka when the green bulleye appears.



PLAYING LEFT-POINERS DOWN THE COURSE OF THIS LEVEL

Watch the way the floor moves to determine when to use Crash's double jump. Huge monsters will throw beams at you from across



## Level 23: Mad Bombers

Pay close attention to the size of each enemy plane in order to gauge how close they are; you must shoot them as quickly as possible to take them out.

TAKE OUT THE BLUE RED PLANES AND USE THE BARREL ROLL TO AVOID THE SPREAD OF BULLETS.



## Level 25: Bug Lite

The final level before fighting Dr. Neo Cortex is fun and simple. Gather every firefly you see; if you don't, you won't be able to see where the ditches are in the ground. Quickly jump over the platforms that are bridges to the next level; they will cause you to lose your footing if you are not careful. If you get hit while a firefly is helping you, you may lose it if you do not gather it immediately before it leaves.

## Neo Cortex

A thin laser line is the first sight of Neo Cortex's attacking methods. Stay near the back of the room and jump over the laser, then dodge the red beams that the boss fires

at you. When he begins to throw mines, watch the blue shield that surrounds the circumference of his body. When it begins to disappear, use your spin move to knock him into the black hole in the middle of the screen. At this point, two Aku Aku team up to form a twister that becomes your new method of attack. Use the same pattern that allowed you to knock Neo Cortex into the hole the first time—you should be able to defeat him with little difficulty. After defeating Neo Cortex, you will be awarded with the Crash Dash.





AFTER GETTING ALL THE CRYSTALS FROM FINISHING THE FIRST 25 LEVELS, STAND ON THE BLUE FLYING SAUCER IN THE MIDDLE OF THE WARP ROOM AND YOU'LL BE TAKEN TO THE SECRET WARP ROOM. THE NUMBER OF SECRET LEVELS THAT ARE OPEN IN THE SECRET WARP ROOM DEPENDS ON HOW MANY RELICS YOU HAVE GATHERED IN TIME TRIAL MODE: FIVE RELICS ARE NEEDED TO OPEN EACH SECRET LEVEL.

### Level 26: Ski Crazy

The sunset is over the horizon and the first of the game's secret areas has been revealed. Watch for the bombs that come out of the boat and take sharp turns on the sides of the borders. Triple sections of bombs block your path as well; steady your bike with slight turns behind each section of bombs to avoid error. You will need to have this entire stage memorized before taking a shot at it in time trial mode. The complexity of the ramp jumps is intense, but they are the key to maintaining a good time at the end of the level.



### Level 27: Hang'em High

This level warps you back to Level 7, but not without a challenge first. If you were good enough to finish Level 7 unscathed, you should already have received the yellow gem. You'll start this secret level with Aku Aku at your side. This is helpful, because you will eventually reach a section where you have to double jump over Nitro boxes, eventually getting pummeled by one of them at the end.



### Level 28: Area 51?

CRASH IS BACK ON THE MOTORCYCLE!

This time, the only way to see what's going on is to view the directions of the cones. The barricades will warn you of the gaping holes in the ground. Keep a watchful eye for the few ramps that appear; without these, you will be unable to maintain a good time in time trial mode.



### Level 29: Future Frenzy

This level will warp you back to Level 19. Make sure that you jump at the end of the conveyor belt, then double jump to make it to the other side. Take out the UFOs with your bazooka, then take a ride on the flying saucer to make it back to the middle of level 19.



### Level 30: Rings Of Power

NOTE FOR TRIVIA FANS: THIS STAGE IS NAMED AFTER AN OLD SEGA GENESIS GAME THAT WAS DEVELOPED BY CRASH CREATORS NAUGHTY DOG BACK WHEN THE COMPANY CONSISTED OF TWO GUYS IN A MASSACHUSETTS GARAGE!

Race through the rings and against the other pilots to get first place. You will need to pass through 30 rings to finish the level, all the while attempting to pass the other three pilots who are extremely difficult to seal. The best way to maintain speed is to use the barrel roll after going through a ring. This will give you a burst of speed for a short time, which is quite helpful in time trial mode!











# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of **Select Games** is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## Pick it!

The elite "Tin & Taron Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



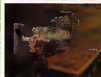
## Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

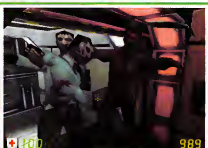


## DUKE NUKEM: ZERO HOUR

GT Interactive • 1st Quarter 1999 • 1-4 Players



▲ Duke steps into the future, and man, is he pissed.



There's no stopping the Duke. Even before he can rest up from his battle in *Time to Kill*, GT throws him into *Zero Hour*. His second N64 game permits both first-person and third-person perspectives—a feature which both *Duke Nukem* and *Duke Nukem: Time to Kill* lacked. *Zero Hour* locales include the Old West (the only repeat from *Time to Kill*), New York (present day and future) and Victorian England among others. The Duke will have his hands full with more alien sum and—best of all—an evil doppelganger. Our potty-mouthed brasser will have to defend and rescue such real-life historical figures as George Washington and others from specific time periods. The game's developer, Eurocom, has had a lot of experience with the N64; if *Zero Hour* is as well-programmed as Eurocom's *Mortal Kombat 4* conversion, we'll be in for a wild ride. No announcement has been made about possible Expansion Pak support, but we'll keep you posted.



# SYPHON FILTER

999 Shuflas • February • 1 Player



**Intimidation and paranoia:** In *Syphon Filter*, you not only have to out-maneuver and out-shoot the bad guys, you also get to listen to them shout insane threats at you from a distance. This is high drama at its finest.

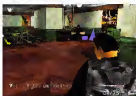
It looks as if 1999 may have its first bonafide mega-hit on its hands, come February. An adrenaline-soaked, testosterone-jammed epic for manly men, *Syphon Filter* punches you in the face, then grabs you by the short hairs and refuses to let go. *Syphon* will undoubtedly draw comparisons to Konami's

*Metel Gear Solid*, due to its 3-D, stealthy gameplay, but there's a lot more going on than meets the eye. Here's the story: You're Gabriel Logan, a counter-terrorist expert, and you've been called in to stop an act of biological terrorism on U.S. soil. The virus in question is so deadly, it makes VX nerve gas seem like Glade air freshener. Millions of people will die unless the terrorist plot is put to an end. The game's designers have hit the proverbial nail on the head by injecting massive amounts of drama into this project. The music and camera angles combine to provide the player with an incredible—and we mean incredible—feeling of taking part in a big-budget, John Woo-style action flick. The early version we were sent contains only one playable level, but what a level it is. High-tail it through the streets while blasting caps at heavily armed goons brimming with confidence. As these masked gunmen calmly advance themselves, shooting at anything that moves, the tension increases to bone-chilling levels. The actions of the armed gunmen are

beyond intimidating. In fact, we'd go as far as to say that they resemble the tragic, real-life North Hollywood, California bank robbery that was heavily publicized back in 1997. The environment is extremely interactive. Bullets which hit walls, for example, meet with a "ding" or chipped brick or cement. Glass shatters, too.

Now for a rundown of some of the items and weapons. There are pistols, shotguns, high-powered rifles, flak jackets, grenades, laser guns and even a flashlight! The taser gun is particularly

entertaining, since you can electrify the bee-jesus out of an enemy for an indefinite period of time. Gabe has an impressive number of moves, as well. He can walk, run, kneel, crouch, climb, dive, roll, pick up and throw. Jim hasn't been this impressed with an action-adventure since Capcom's original *Resident Evil*. We'll be back with more soon!



The sniper rifle is an awesome weapon! Its built-in scope has a JELK power zoom great for taking out distant targets. We were astounded to discover that the screen actually displays what you are targeting—not just "head" or "body", but limbs and even hands! Unbelievable!

The levels are quite sizable. Fortunately, each one is mapped out.



**SHOCKING!!**  
Use the laser to zap-ify the enemy! Mysterious!

Select Games  
**Select Games**  
Select Games



## CONTENDER

989 Studios • January • 1-2 Players



Right from the start (back in 1993), Sony had a boxing project in the works for its PlayStation system. Sony even included a screen shot of the upcoming game on the backs of PlayStation hardware packaging. That game was eventually canned and the project was re-ignited early in '98 under the name *Contender*. We have yet to receive a playable disc, but the video which was sent to us looks extremely cool. The arcade-style *Contender* is a game which, according to a Sony spokesperson, "you can just pick up and have a blast with." The game features 40 different boxes, each possessing a unique look and fighting style. With every fight, the player builds up his fighter's speed, strength and stamina on the way to a championship title. Master three different fighting styles: Detroit, Open and Peek-a-Boo. A "Super Punch" can also be used, which packs three times the power of a normal one. There will be plenty of realistic touches applied to the game as well. Customized fighters can be saved to memory cards. Noise from the crowd will rise and lower according to the action. Fighters display facial bruising and even twitch when laying flat on the canvas.



## BIOHAZARD: CODE VERONICA

Capcom • Fall 1999 • 1 Player



Several Capcom developers have been hinting that a "zombie game" was in development for the Dreamcast. Well, the rumors have been put to rest as Capcom of Japan released these intriguing new screen shots of *Biohazard: Code Veronica*. This title may be just what Sega needs to perk the interest of PlayStation owners to consider the Dreamcast. Technically this game is the sequel to *Biohazard 2* (a.k.a. *Resident Evil 2*), where Claire Redfield heads to Europe to find her brother, Chris. The first noticeable difference is that everything—including the background scenery—is all rendered in real-time polygons, exploiting the powerful processing power of the Dreamcast. Skin textures will also be highly detailed so you can really see those grisly scars on the undead! Some early stage illustrations suggest that the story may take place in a run-down hotel. We'll definitely keep you posted on this hot number!



Claire Redfield is back for more and she's still sporting her red biker jacket! Chris will also be a playable character. Perhaps they'll both meet up later in the story.

◀ Zombies galore! If you thought the PlayStation games were graphic, wait 'til you see the full-blown gore in the exclusive Dreamcast edition!



## WCW NITRO

THQ • 1st Quarter 1999 • 1-4 Players



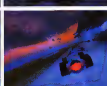
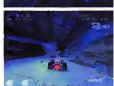
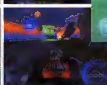
# WCW NITRO

The big-selling PlayStation hit WCW Nitro is finally making its way to the Nintendo 64! More than 60 WCW and WWF wrestlers are jam-packed into this cart with all their signature moves, taunts, and finishing techniques. Suplexes, Backdrops, Piledrives, Brainbusters, DDTs, Body Slams, Power Slams, Headlocks, Leg Drops, Clotheslines, Drop Kicks, Arm Drag Take Downs, Figure Four Leg Locks, over-the-top rope throws, smashing into the turnbuckles, chairs, foreign objects, etc. it's all in here if you can handle it. Tons of hidden grapplers and the 30-man "Battle Royale" generate plenty of replay value, along with commentary from WCW announcers Tony Schiavone and Mike Tenay. Have "Hollywood" Hogan battle it out with "Nature Boy" Ric Flair in a classic battle, or the monstrous Goldberg in an all-out war against Raven. For any casual or hardcore wrestling fan, this game is a must!



## ROLLCAGE

Pyrosys • April • 1-2 Players



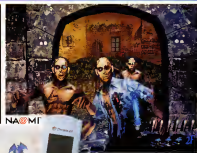
What do you get when you cross Wipeout with Hot Wheels-style cars? Rollcage, that's what! Unlike traditional racing games, Rollcage allows you to control six invulnerable vehicles armed with various weapons, smashing through buildings and scenery while attempting to disable your opponents' chances to finish the race. The most amazing thing about Rollcage is not the fact that you can just go all-out and destroy everything and everyone, but you can also drive ANYWHERE you want! Create your path by driving on the sides of walls, the rooftops of buildings and tunnels! You are completely invincible! What more could you ask for? How about 11 different tracks to choose from along four different racing environments? If you are too young to drive, show your parents what a good driver you are when you destroy the scenery and change the racing paths for everyone around you! You also can play "deathmatch" head-to-head with another player, enable mirror tracks and unlock numerous hidden vehicles. Rollcage is also compatible with the PlayStation's Dual Shock and analog controller capabilities for finely-tuned maneuvering with a whole lotta shakin' goin' on. This thing is intense!



## THE HOUSE OF THE DEAD 2

Sega • 1st Quarter 1999 • 1-2 Players

Sega's AMI development team has returned with the sequel we've all been waiting for. *The House of the Dead 2* is powered by Sega's brand new 128-bit Naomi architecture and it looks dynamic. The rotting flesh of the beasts and zombies in this game is rendered in stunning detail. Many of the graphic effects are nothing short of mind-blowing. Nail a zombie dead-on (pun intended) for a cool "liquefied" effect. The Naomi board lets players use Dreamcast VMS devices to save their progress, allowing them to come back at a later date to pick up where they left off. While the game was released in Japan in November, we'll have to wait just a bit longer to get our thrills.



Sega's portable VMS unit.

Get ready to start shootin' zombies in the body!



## BLOOD BULLET: THE HOUSE OF THE DEAD 1½

Sega • 1st Quarter 1999 • 1-2 Players

*Blood Bullet* breaks away from the light gun coin-op which inspired it. More of a *Final Fight*-type beat-'em-up, *Blood Bullet* lets two players team up to rid the world of evil. Select from three characters and move through each horror-filled stage while trying to stay alive.



Each Naomi cabinet features two separate VMS docking ports.





## ELIMINATOR

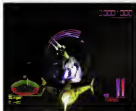
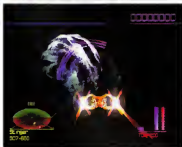
PlayStation • 1st Quarter '99 • 1-2 Players

Eliminator is Pygnosis' brand new space shoot-'em-up for the PlayStation. In some respects, this game makes us think "Zaxxon for the '90s." In Eliminator, the player pilots a high-tech craft through futuristic 3-D stages. As a prisoner of intergalactic war, you are transported to a fearsome, mechanized military weapons testing facility. Making your way through each stage becomes especially nerve-wrecking since your ship has a 60-second time bomb strapped to it. As the enemies unload everything they've got, you'll need to dodge and shoot like a maniac in order to make it out alive and in one piece. In addition to fast and furious shooting action, the game also contains some 16 torturous hurdles to overcome, including the Wheel of Death and the—"ooohh!"—Iron Maiden.



## BLAST RADIUS

PlayStation • January • 1-2 Players



Expect lightning fast, arcade-style action with Blast Radius!

Blast Radius was shown at the 1998 Electronic Entertainment Expo in Atlanta, but Pygnosis decided to delay the game's release. Why? Even though it's set up as more of an arcade-style shooter than a serious simulation, there's no denying that Blast Radius does resemble Pygnosis' other sci-fi PlayStation game, Colony Wars 2; truth is, it employs the same graphics engine that was utilized for the original Colony Wars. Even if you've already purchased the original Colony Wars or CW2, you'll still want to give Blast Radius a shot; it's definitely a different type of game. Shoot anything and everything that moves throughout the far reaches of the galaxy. As a mercenary named Kayne—the last surviving member of Wolf Squadron—you roam the galaxy and destroy for anyone who's willing to pay. While this game is heavy on action, there are lots of extras, 40 missions, in-flight power-ups, secret combat sectors and weapon shops are just a few of the surprises in store. Blast Radius features Link cable support for co-op and deathmatch modes.



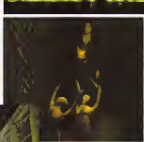
## SILENT HILL

Konami • 2nd Quarter 1999 • 1 Player

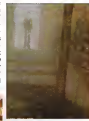
Harry Mason's sweet little girl, Sheryl.



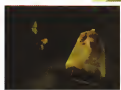
## SILENT HILL



powerful, sinister force is at work. Since Harry's just an ordinary guy and not a special weapons expert like, say, Chris Redfield or Leon Kennedy, he must locate items like knives, pipes and other regular everyday items to defend against attacks. Gameplay isn't restricted to just killing things, though; you actually have to solve a series of mysteries as the adventure progresses. The director of *Silent Hill*, Keiichiro Sotoyama, recently revealed that the game has been under development for a total of nearly three years and that the designers "went back to the drawing board" when they saw what Capcom did with *Resident Evil*. Mr. Sotoyama—who played an integral role in the development of another popular Konami game, *Sneaker*—feels that Capcom's horror franchise is lacking in its ability to inject true terror into the hearts of game players. The designers claim that *Silent Hill* will attempt to exploit the one basic fear that most people have deep inside them: the dark. "The game is very influenced by Steven King novels," Mr. Sotoyama says. "Atmospheric conditions will be closer to *Jacob's Ladder*." Although it will not contain any type of "Zapping System" such as the one Capcom introduced with *RE 2*, the game will contain several different endings which should add to its replay value. We can't wait!



**ABOVE:** This series of screen shots depicts Harry at what appears to be a diner of some sort. Harry encounters a female security officer and asks her if she's seen his missing daughter. As the eerie shroud in the background increases the spine-tingling suspense, Harry approaches a table in the foreground. A nearby window shatters, revealing a horribly deformed human.



- 1 The player can activate Harry's flashlight to get a better look.
- 2 Harry discovers a tortured individual secured to a barbed-wire fence.
- 3 Konami has done a very respectable job with the cinematics in *Silent Hill*.



**MICRONAUTS**

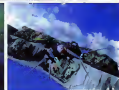
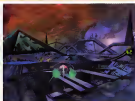
Publisher: S.E.A. • Possible: 1999 • 1-2 Players

As a young boy living in a small town in Ohio (insert heart-warming violin music here), Jim spent much of his time playing with Micronauts. Mega's "Humanoid" toy line consisted of ingeniously designed action figures, welders and playsets with interchangeable parts; yeah, the Micronauts were way ahead of their time for the mid-'70s. Unfortunately, when Mega went belly-up in the U.S., so did the toys. For several years, however, the line continued to prosper in other countries (in Japan, for example, the figures are called Micromen.) Now Takara is developing a cool new Micronauts PlayStation game! The game features 11 different Micronauts. When a character dies, it dies for good; the player must choose a new one to carry on the mission. The objective is to reclaim an Earth Station which has been taken over by the evil Acroyear. Venture through some twenty 3-D stages to do battle. Speaking of battles, the gridded, green domed range indicator in the game appears to resemble the one in *Parasite Eve*. Considering that the Micronauts toy line has been out of U.S. circulation for nearly twenty years, we doubt this game will ever make it to the our shores. It comes out in Japan in March, though, so you may want to contact an import outlet. Check out this month's Cool Zone for a look at the vintage Micronauts, one of the most incredible action figure lines ever created!

**GEIST FORCE**

Sega • Fall 1999 • 1 Player

Little did we know that the jaw-dropping 3-D Dreamcast shooter demonstrated at a recent trade show was actually a work in progress. Geist Force is being developed by NDI, one of Hollywood's premiere digital effects companies, which is also creating cinematics for the game. Best known for its work on the syndicated sci-fi show *Babylon 5*, NDI describes Geist Force as consisting of hundreds of miles of gorgeously-rendered alien terrain. Soar through deep canyons and erupting volcanoes while experiencing true-to-life physics. For instance, when an explosion occurs, the player's vessel and all objects in the immediate vicinity will be jostled by the blast (hmmm... could a rumble device be far behind?). How you save the planet determines your "reward." Sega has stated that, due to Dreamcast's expensive memory, Geist Force has "no loading times"—which is hard to imagine, given the long load times we've experienced with other DC titles. Although the game is still early, Geist Force demonstrates nicely-rendered graphics with a very choppy frame rate. We're certainly excited at the game's potential for greatness, though history has demonstrated that Hollywood and the video game industry don't necessarily add up to top-shelf software. We'll find out soon enough just how this one shapes up. It's due to be released in Japan by the end of '99.

**SOUTH PARK**

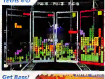
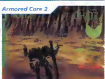
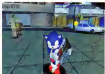
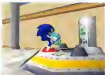
Acclaim • Available Now • 1-4 Players

Hardcore South Park fans, get ready for a video game experience to die for. Acclaim's South Park for the Nintendo 64 definitely makes players feel as if they're controlling the hit TV show. Play as Kyle, Stan, Cartman or Kenny to take on mountains of mayhem while adventuring through six crazy, wicked out, episode-based levels. The, um—"plot," if you will, centers on a mysterious comet that approaches Earth once every 666 years (how, haw!). The comet causes all sorts of insane lunacy. Turkey's revolt, Cartman's mom is kidnapped by aliens and the son of Skuzzlebutt goes completely out of control. Use knee-slapping gadgets like the Cow Launcher, Auto Egger (with live sniper chicken) and even that wacky little poop guy, Mr. Hankey! Supporting characters include Terrance & Phillip, Mephato and Big Gay Al, among others. The game contains five multiplayer modes, too, go nutty with Capture the Flag, Grudge Match or Kick the Baby. Believe it or not, South Park actually utilizes Igarna's Turb 2 engine!





Sonic Adventure



## LAST MINUTE GAMING INFORMATION...



• **Mario vs. Kirby: FIGHT!!** Shigeru Miyamoto has revealed that a brand new N64 fighting/action game is in the finishing stages. Development of Nintendo's *All Stars Dai-Randou Smash Brothers*, as it's being called in Japan, is being spearheaded by the creators of the Kirby series of games. In a recent interview, Miyamoto squirmed rumors of an N64 Metroid sequel; however, Samus Aran has been confirmed to return as one of the eight immediately selectable characters in *Smash Brothers*. Here's the round-up of the confirmed cast thus far: Mario, Yoshi, Donkey Kong, Pikachu, Samus Aran, Kirby, Fox McCloud and Link. Speculation has it that several additional fighters may show up in the game, including Luigi, Diddy Kong, Bowser, Wario, Ganon, Blue Falcon, Peach and even more Pokémon characters. Each stage in *Smash Brothers* consists of a central platform. The idea is to shoot opponents with projectiles and avoid falling from the battle surface. If a character falls from an arena, they have the opportunity to climb back up within a set time limit. There are all sorts of power-ups which materialize during combat, too, in addition to "mystery" items. Each fighter will have a set of unique moves. Yoshi, for instance, can jump very high and can grab opponents with his extendible tongue to turn them into an egg. Link is capable of inflicting damage by using his sword, boomerang and bombs. Fox can perform lightning fast mid-air attacks and make use of his trusty blaster. Pikachu is especially agile, as he can turn very fast and can also use his electric shock attack. *Smash Brothers* will allow for up to four players to go at it simultaneously and will be Rumble Pak compatible. Set for a 2nd quarter '99 release in Japan, the announcement of this game comes as great news, so we'll be sure to bring you a full preview, possibly as early as next month!



• **Seyonara, Saturn!** Sega's 32-bit system—which has enjoyed more than moderate success in Japan—is officially dead as a doornail in the Land of the Rising Sun. Final third-party software will trickle in during early '99, but that'll be the end of it. Expect to see import Saturn games drop significantly in price, so go nuts and buy a bunch at your local import store! *Replaid Silvergun*. Whee-eee!

• **Big arcade fun!** Who ever said that war is good for "absolutely nothing"—or is again? During Japan's recent visit to Asia he was able to play a stunning three-player, simultaneously linked Doan-style shooter entitled *WAR: Final Assault*. The joystick is on the right, with the movement buttons on the left, making it a bit unconventional, but it is a very cool game. Word has it that a WaveNet linkup may be possible when the game is put into general distribution, which would allow players to go up against opponents in other cities. *Ali Rush: The Rock*. *WAR* is already on test in various California arcades. On the Sega side, *Ocean Hunter* and *Star Wars Trilogy* are both in general circulation in Japanese arcades and have been well received. Expect both of these coin-ops to show up in North America this month.

• **New PlayStation games galore!** *Tez's Monster Farm II* will be released in Japan sometime before March '99. Known as *Monster Rancher* here in the U.S., the sequel should remain true to the original. *Densha De Go! 2* is finished and should come out in Japan in December of 1998. Meantime "Go by Train", *Densha De Go!* is a HUGE game—almost a way of life—in Japan and part two is anticipated by many. Hey, Jim and Anatole love it, too. Big news for *Armored Core* fanatics (listen up, Pat)! *Armored Core Master of Arms* will hit Japanese retail shelves in February of 1999. A two-disc set, *Arms* will be able to read memory cards from either of the two previous *Armored Core* games. It will also be one of the first games to utilize Sony's *PodStation*, the Temaguchi-like device that plugs into the system's memory card slot. *Shogun* was released for the PlayStation on December 17th in Japan. Shockingly, the home version includes a bunch of way, way cool mini games like "Battle Dash," "Battle Play" and "Battle Hurdle." Too bad Namco isn't planning to release *Shogun* in the U.S. Lastly, Activision will release Tamsoft's *Knight & Baby* in March of 1999 with a name change: *Guardian Legends*. The action RPG features more than 100 monsters and brings a classic anime look and feel to the PlayStation. Considering that back in 1988, Broderbund released an overhead shooter for the NES called *The Guardian Legend*, we were somewhat baffled by the name change. Oh well...it's just a name. We'll be back with a full preview of *Guardian Legends* for the PlayStation next ish!

• According to a respectable Japanese source, *Captain of Japan* has pulled the plug on all future Nintendo 64 projects. Oddly enough, *Magic Tetris Challenge* starring Mickey Mouse will be Capcom's first—and last—N64 game. Sad news, considering how much we were looking forward to new N64 versions of *Ghosts 'n Goblins*, *Strider* and *Mega Man*.

• Congratulations to Alex Valle of Westminster, CA for winning the *Capcom/Tetris & Texas Jigsaw* U.S.A. *Street Fighter Alpha 3* Tournament held November 7-8 in San Jose, CA. Stay tuned for the February issue and check out our complete coverage of this massive event!

• Thirty for some last second Dreamcast-related news? You GOT it! Sega has the Gamer's Day November 4th and 5th in San Francisco to usher in the American gaming press. Although there are a few things we can't divulge until next issue (due to a non-disclosure agreement), we can tell you most of what went down at the press event. First and foremost, Sega touched on plans for its flagship online Dreamcast project. A science fiction game capable of hosting thousands of online players at once. Developed by Turbine Entertainment, the game will take place on an alien planet and feature hundreds of square miles of explorable terrain. Everything in the online world will be reachable, too; players can walk toward a mountain, for example, and eventually get close enough to scale it! There will also be a character creation tool. Millions of different life forms will populate the planet, as players can whip up his or her own unique online character, with individual forms and functions. While creating this game, Sega has the advantage of avoiding mistakes such as the ones which dropped up with *Ultima Online*. Next item up for bid: Sega announced that it will release more DC peripherals in addition to a keyboard, arcade stick, fishing rod, racing wheel and VMU (no longer called VMU, due to a trademark conflict with another company), the company will be bringing out a microphone device and vibration pack. The microphone peripheral can be connected to the extension socket in the DC controller and convert voice commands into digital data. The vibration pack—tentatively called the *Puny Puna Pack*—can be inserted into the controller slot to provide force feedback during *Gamer's Day*. Sega also announced a partnership with WebTV Networks to allow consumers to use the WebTV browser on the Dreamcast. A WebTV subscription application is being bundled with each Dreamcast system. When approached with concerns regarding the lack of a dedicated Internet jack for the Japanese launch of its next gaming console (other than *Virtua Fighter 3* and *Sonic Adventure*), Sega made it clear that this time, things will be different. "The focus is on one product: Dreamcast. This is in sharp contrast to 1995 when we had multiple platforms to support, particularly in the U.S." All we know is that during the two day event (which was very cool, by the way, thanks for the great time, you guys!), Sega refused to let anyone in the press play the newest revision of *Sonic Adventure*. Talk about "that sucks!" By the way, check out the shot of the Dreamcast development system in the lower right corner of page 66. Sweet, huh? Finally, when asked whether or not EA is in the third-party picture, Sega commented that the company was "still in negotiations at this point," but that it looked like a done deal. Now, for some other DC tidbits. Can it be true?! There are reports circulating in Hong Kong and Europe that Namco is planning to publish an exclusive, arcade-perfect Dreamcast edition of *Tekken 3*. Even though the game is rumored to be very early in its development cycle, word has it that it will include several unique features and characters. Man, that would be hot! *Tekken 3* *Psychic Force*! *Capcom's Power Stone* is being ported from the *Nacon* coin-op board to Dreamcast and should be released in Japan sometime during the summer of 1999. SNK is finishing up *The King of Fighters '98: Dream Match Never Ends*. The game will feature VMU compatibility, allowing players to train and battle on the road. *KOF '98* is expected to ship in Japan in May of '99. *D2* has been pushed back to a 2nd quarter '99 release. Apparently, creator Kenji Eno feels that the game contains several weak areas and wishes to refine it. *Game Arts' Grandia II* is under way and may include an internet play option for massive, interactive advertising. Sega actually approached Game Arts early in '98, specifically requesting a *Grandia* sequel. The development team at Game Arts is very excited at the potential of the Dreamcast and what it can do for the *Grandia* franchise. *Jaleco's Carrier* is deep into development. The game has a Resident Evil flavor, but takes place on a sea vessel. Labeled a "Multi-Cast System," the game takes place in real time. As time passes, multiple events are taking place on the ship. Zombies? YIKES! *Get Bass!* We know that Sega has plans to release a fishing rod and reel device, but speculation has it that players might be able to trade fish with their friends through use of the VMU and that the game may contain an exclusive DC mode. *Tetris for Dreamcast?* *Who-aaa-iiii!* Believe it or not, *Tetris 4-D* is being developed by *Big Red Proof Software* and published by Sega. This new Tetris game contains the same tried-and-true game play and lets up to four players compete at once. The graphics don't exactly scream "new levels of 128-bit intensity," but then again, why mess with success, right? *Tetris 4-D* hits stores in Japan on December 23rd, '98. *Rugby Heat* is CRU's upcoming off-road racing game. Choose your racer and build your racing career. The CPU memorizes your driving habits and appropriately expands the AI of the computer-controlled opposition. *Rugby Heat* will release in March of '99 in Japan. We'll return next month with more DC stuff, including a rundown of happenings on November 24th—Dreamcast Launch day in Japan.

Dreamcast





# GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.\*

## NINTENDO 64 JANUARY

1 Battle Tanx	3DO
2 Bust-A-Move 3	Acclaim
3 Caesar's Palace	Cave
4 Castlevania 3D	Konami
5 Fighting Force	Eidos
6 Looney Tunes: Space Race	Ocean
7 Roadsters 99	Titus
8 Survivor Day One	Konami
9 Tonic Trouble	Ubi Soft
10 Winback	Koei

## FEBRUARY

1 AirBoarder USA	ASCII
2 Blades of Steel NHL '99	Konami
3 California Speed	Midway
4 NBA in the Zone '99	Konami
5 DDT	Pygnosis
6 Penny Racers	THQ
7 Quake II	Activision
8 Rat Attack	Mindscape
9 Shadowgate	Kemco

## MARCH

1 4x4 Mud Monsters	Take 2
2 All-Star Tennis 99	Ubi Soft
3 F1 Racing Sim	Ubi Soft
4 Hybrid Heaven	Konami
5 Micro Machines	Midway
6 Monaco Grand Prix	Ubi Soft
7 Shadow Man	Acclaim
8 Vigilante B	Activision

## 1ST QUARTER '99

1 Army Men 2	3DO
2 Asteroids	Cave
3 Carnageddon	Interplay
4 Deer Hunter	Microware
5 Gauntlet Legends	Midway
6 GT World Tour	Boss
7 Jet Force Gemini	Rare
8 Lego Racers	Lego Media
9 Lode Runner 64	Bandai
10 The Need for Speed	Electronic Arts

11 NHL Hockey 99	Midway
12 Rugrats	THQ
13 San Francisco Rush: The Rock	Midway
14 Sim City 64	Nintendo
15 Twelve Tales: Conker 64	Rare
16 Ultra Combat	GT
17 Ultra Descent	Interplay

## APRIL

18 Payman 2	Ubi Soft
-------------	----------

## MAY

19 Playmobil	Ubi Soft
--------------	----------

## 2ND QUARTER '99

1 All Star Baseball 2000	Acclaim
2 Earthbound	Nintendo
3 Earthworm Jim 3D	Interplay
4 Harvest Moon	Natsune
5 Jeff Gordon Racing	ASC
6 Jest	Ocean
7 Jungle Bots	Titus
8 Legend of the River King	Netburne
9 Perfect Dark	Rare
10 Radical Bikers	Midway
11 Road Rash	THQ
12 WCW Nitro	THQ

## POSSIBLE IN '99

13 1080° Snowboarding 2	Nintendo
14 Assault	Telesar
15 Banjo Toxie	Rare
16 Battlezone	Activision
17 Blues Brothers 2000	Titus
18 Charlie's Blast Territory	Kemco
19 Contra Spirits 64	Konami
20 Daikatana	Eidos
21 Dehcarz	GT
22 Donkey Kong Country	Nintendo
23 Duke Nukem: Zero Hour	GT
24 Harrier 2001	Video Systems
25 Hercules: The Legendary Journeys	Titus
26 Mystical Ninja: Goemon 2	Konami
27 NFL Blitz 99	Midway
28 Nuclear Strike	THQ
29 Ogre Battle 3	Nintendo

70 Pitfall	Activision
71 Pokemon Stadium	Nintendo
72 Quest for Camelot	THQ
73 Rikuku Kids	Konami
74 Re-Volt	Acclaim
75 Robotech: Crystal Dreams	Capcom
76 Rollerball	MGM
77 Ronaldo Soccer	Infogrames
78 Snowboard Kids 2	Atari
79 Space Bunnies Must Die	Take 2
80 Space Invaders	Activision
81 Starcraft	Nintendo
82 Super Mario 64 II	Nintendo
83 Super Mario RPG 2	Nintendo
84 Tamagotchi	Bandai
85 Tasmanian Express	Ocean
86 WCW 99	EA Sports
87 WWF: Attitude	Acclaim
88 Xenic: The Warrior Princess	Titus



## PLAYSTATION JANUARY

1 Army Men 3D	3DO
2 Bass Landing	ASCII
3 Big Air Snowboarding	Accolade
4 Blast Radius	Pygnosis
5 Destrega	Koei
6 Dolphin's Dream	Konami
7 ESPN NBA Tonight	Buena Vista
8 ESPN NHL Hockey	Buena Vista
9 Freestyle Boarding 99	Capcom
10 G-Shock	Konami
11 Global Domination	Pygnosis
12 Legacy of Kain: Soul Reaver	Cryo Dynamic

\* Publishers, please contact us with updates and/or corrections.  
 † Denotes that the game is available on import as of press time.



11	Marvel vs. Street Fighter	Capcom
12	Monkey Hero	Take 2
13	NCAA Final Four	989
14	Shadow Madness	Crave
15	Silhouette Mirage	Working Designs
16	StarCon	Accelade

**FEBRUARY**

17	Darkstalkers 3	Capcom
18	The Diabolical Adventures of Tobu	989
19	Jeff Gordon Racing	ASC
20	Pro 18 World Tour Golf	Pygnosis
21	Quake II	Activision
22	Rat Attack	Mindscape
23	Silent Hill	Konami
24	Syphon Filter	989
25	Vermin	Eidos

**MARCH**

26	3Xtreme	989
27	All Star Tennis	Ubi Soft
28	Attack of the Saucer-men	Pygnosis
29	Dead Unity	THQ
30	F1 Racing Sim	Ubi Soft
31	Kawasaki Motocross	Activision
32	DmXtron	Eidos
33	RC Stunt Copter	Midway
34	Shao Lin	THQ
35	Shogun Assassin	Konami
36	Street Fighter Alpha 3	Capcom
37	Xena: Warrior Princess	989

**1ST QUARTER '99**

38	Beavis and Butt-head	GT
39	Croc II	Fox
40	Dear Hunter	Microware
41	G Shock	Konami
42	Heavy Gear	Activision
43	High Heat Baseball 2000	3DO
44	International Rally Championship	THQ
45	Jackie Chan's Stuntmaster	Midway
46	Looney Tunes	Infogrames
47	Lucky Luke	Infogrames
48	Lunar: Silver Star Story	Working Designs
49	Magzone	Trimark
50	Messiah	Interplay
51	Montezuma's Return	Utopia
52	Nectaris	Jaleco
53	NFL Full Contact Football	Konami
54	Obsidian	Rockwell Science

55	Plasma Sword	Capcom
56	Project X2	Acclaim
57	Pro 18: World Tour Golf	Pygnosis
58	Rayman 2	Ubi Soft
59	Ridge Racer Type 4	Namco
60	Respect, Inc.	Pygnosis
61	Snow Break	Atlas
62	The Space Bar	Rockwell Science
63	Star Trek: Klingon Academy	Interplay
64	Suikoden 2	Konami
65	Tiny Tank	MGM
66	Total Drivin'	Infogrames
67	Viper	Infogrames

**APRIL**

68	Darkstone	Take 2
69	Carnageddon 2	Interplay
70	007: Tomorrow Never Dies	MGM
71	Alien Resurrection	Fox
72	Final Fantasy VIII	Square/EA
73	Gex 3	Eidos

**2ND QUARTER '99**

74	Beatmania: 2nd Mix	Konami
75	Daikatana	Eidos
76	Electric Stick Challenge	Jaleco
77	Ehrgeiz	Square/EA
78	Glover	Hasbro
79	Macross Digital Mission VF-2	Bandai
80	Monster Rancher 2	Tecmo
81	Snowboard Kids Plus	Atlas
82	Tail Concerto	Activision

**POSSIBLE IN '99**

83	Beatmania: 2nd Mix	Konami
84	Daikatana	Eidos
85	Electric Stick Challenge	Jaleco
86	Ehrgeiz	Square/EA
87	Glover	Hasbro
88	Macross Digital Mission VF-2	Bandai
89	Monster Rancher 2	Tecmo
90	Snowboard Kids Plus	Atlas
91	Tail Concerto	Activision

**ARCADE DECEMBER**

1	Beast Busters	SNK
2	Behind Enemy Lines	Sega
3	Bloody Roar 2	T.B.A.
4	Dead or Alive 2	Tecmo

5	Dirt Devils	Sega
6	Drones	ENCOM
7	NBA on NBC	Midway
8	The Ocean Hunter	Sega
9	Racing Jam 2	Konami
10	Samurai Shodown 64 pt.III	SNK
11	Site 4	Atari
12	SpikeOut	Sega
13	Star Wars Trilogy	Sega
14	Warriors Rage	SNK

**POSSIBLE IN '99**

15	Beatmania: 3rd Mix	Konami
16	Blood Bullet: HOTD Side Story	Sega
17	Bust A Groove	Enix
18	Dance! Dance! Revolution	Konami
19	Gunman Wars	Namco
20	Hell Knight	Konami
21	The House of the Dead 2	Sega
22	Hyper Bishi Bashi Championship	Konami
23	Hyper Robot Kikaku	Capcom
24	NBA Play by Play	Konami
25	Operation Tiger	Taito
26	Power Stone	Capcom
27	Race Dr	Namco
28	Virtua Cop 3	Sega
29	Xtreme Rally	SNK

**GAME BOY JANUARY**

1	Conker's Pocket Tales	Nintendo
2	Top Gear Pocket	Midway
3	Yoda Stories	THQ
4	Zelda: Link's Awakening (Color)	Nintendo
5	Wario Land II (Color)	Nintendo

**1ST QUARTER '99**

6	Flying Dragon	Natsume
7	Space Station: Silicon Valley	Take 2
8	V-Rally Championship	Infogrames











dread arena action, you'll find new gold, white and "health" boost settings.

## More Fun Options

As above, wait for the demo to show one of the character biographies. When the appears, press **A, L, A, L, A, Z, R**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra level 1 through level 5 options have become available.

## See Credits

As above, wait for the demo to show one of the character biographies. When the appears, press **A, L, A, L, A, Z, R**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra level 1 through level 5 options have become available.

When playing in two-player mode, you can choose the stage you want to fight in by holding up or down when you press a button to select your character as follows:

- Cave Stage—Hold up and press **B**
- Jungle Stage—Hold up and press **C**
- Spaceport Stage—Hold up and press **C**
- Stonewall Stage—Hold up and press **A**
- Museum Stage—Hold up and press **C**
- Relief Stage—Hold up and press **C**
- Bridge Stage—Hold down and press **B**
- Dungeon Stage—Hold down and press **C**
- Street Stage—Hold down and press **C**
- Doge Stage—Hold down and press **A**
- Spinal Stage—Hold down and press **C**
- The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing to select a character as follows:
- Subway Stage—Hold up and press **B**
- Maya Tune—Hold up and press **C**
- Glacier Tune—Hold up and press **C**
- Tek Tune—Hold up and press **A**
- Pulsar Tune—Hold up and press **C**
- Orchid Tune—Hold up and press **C**
- Lake Tune—Hold down and press **B**
- Ganges Tune—Hold down and press **C**
- T-1 Canoe Tune—Hold down and press **C**
- Kam Tune—Hold down and press **A**
- Spinal Tune—Hold down and press **C**

## Secret Stage

In two-player mode, have both characters choose their fighters by holding down and pressing **C**; you'll find the secret Stage plays with Rave and Killer instead long as the ground.

## Don't miss out on the extra level

Rave, use the D-pad to cross the following codes, not the analog joystick.

## Big Head Mode

At any time during the game, press **Right, Right, Left, R, L, START, A, START, Z** on Controller 1. To return the players' heads to normal, just enter the code again.

## Doco Court

At any time during the game, press **A, C, Down, Up, C, R, R, C, C, R, Z** on Controller 1. The stadium will change into a doco, complete with ornate ball flowers and colored light panels on the floor. To return the spectators to normal, just enter the code again.

## Secret Team

Highlight "The Season" at the main menu, hold the **L** button and press **START**, or **A** when the team menu appears, you'll find three new teams to choose from: "The Heroic Gamers," the Nintendo Plumber and the Left Field Loiterers.

## Enter the Hall of Fame

Press **A** in the **Hall of Fame** screen. When the "Patented Advisory" screen appears, just after you turn the system on, press **Down**.

**Right, Up**, left on the D-pad or joystick, you'll hear a signal to confirm the code. Now Get the War Mech and there will be selectable at the character select screen, just above the Escapade and Lord Demos.

Enter the following code at the character select screen:

- 1) Highlight Koyah and press **START**
- 2) Highlight the Escapade and press **START**
- 3) Highlight Lord Demos and press **START**
- 4) Highlight Xan Long and press **Quick (A or B)** in the default control configuration

Play as Red the Jester.

Enter the following code at the character select screen:

- 1) Highlight Ragner and press **START**
- 2) Highlight Dragon and press **START**
- 3) Highlight Koyah and press **START**

Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces

Enter the following code at the character select screen:

- 1) Highlight Al-Rashed and press **START**
- 2) Highlight Tolanti and press **START**
- 3) Highlight Morad Kib and press **START**
- 4) Highlight Xan Long and press **START**
- 5) Highlight Namra and press **START**

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

## Character Settings

Select **Season**

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" menu. Now create a player with any one of the following names. The player data is not permanent. Select "Continue," then "Save and Quit."

Now return to the main menu and start a game in any mode. At the game setup screen, you'll find a new team that corresponds to the player you just created as follows (note that all of the players on the EA Sports and Team USA teams are RFL full and are listed at 168 in all skill categories).

- Create a player named "AT MADONN" to access the All-Time Madmen team
- Create a player named "LOOTIES" to access the 90s Conference B team
- Create a player named "SEVENTEETH" to access the All-'70s team

• Create a player named "BIGHITS" to access the all-BIG hits team

• Create a player named "80GAMES" to access the '80 Conference A team

• Create a player named "LEI" to access the '90 Conference B team

• Create a player named "OLDS MEN" to access the All-Rise St. Louis leaders team

• Create a player named "BIC ARTS" to access the EA Sports team

• Create a player named "JERKONS" to access the Team USA team

• Create a player named "SENIOR STARS" to access the Senior Stars team

Follow the instructions under "Secret Teams" and you'll enter the following player names:

• Create a player named "MILKLAND" to access the Milkman Sports Complex.

See the Ending

When the EA Sports logo appears, hold **L + R**. You'll see a credit picture of the championship celebration from the ending of a successful season of play.

## MAJOR LEAGUE BASEBALL

### LEARNERS' MATHS GAMES

#### Secret Teams

At the main menu, select one with the spring baseball that says "Exhibition Baseball Series/Howman Series"—use all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: **Merlands** and **Angel Shells**.

#### See the Ending

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

#### Viewers

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

#### Viewers

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

At the stadium selection screen, tap all four C buttons simultaneously, as rapidly as you can.

You'll hear a signal to confirm if you're doing it correctly. Now press the **2** button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

press **Right** after you turn the game on, quickly press **C, R, R, R, R**, you'll hear a signal to confirm and a secret message from a master game programmer will appear.

## SECRET CODES

Enter any of the following codes at the season select screen; you'll hear either speak each time you enter a code properly.

- Turbo Mode—**C, R, Z, R, Z, C, R**
- Big Post Mode—**C, R, Z, R, Z, C, R**
- Kid Mode—**C, R, R, L, Z**
- Start with Up Lock Machine Gun—**C, R, C, R, C, R**
- Start with Mini Rocket Launcher—**L, R, C, R, C, R**
- Start with Slim High Power Gun—**L, C, R, C, R, C, R**
- Start with T-65 Silvered Pistol—**C, R, C, R, C, R**

## SECRET CODES

Enter **Menu**

Choose "Options" from the main menu, highlight the "Consoles" option, hold **Left** + **Stick** + **C** in the default control configuration and continue to hold them down.

After about five seconds you will hear a similar laugh, after about five more seconds, a secret "Secret" menu will appear. From "Secret" on, and you will laugh the game after defeating just one enemy; the remaining options allow you to preview fatalities with just one button.

## Secret Characters

To access Neo Sabot, and Gens, you must first access the cheat menu as described above. Next, enter any of the following codes at the character select screen.

• Neo Sabot—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Neo** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

• Goro—highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight **Yoshi** and press **Left** + **Stick** simultaneously.

Video-game girls are popular subjects in the Art Show.

The game room was packed for the entire convention.

Pocket Fighter Howard Law

Puzzle Fighter Jason Morrow

Fomberman Yu Law

Just-A-Knee Jany Christopher

Reborn 2 Tony DeCastro







highlight the "Load Configuration" option and press **CR**, **Right**, **Down**. 3. You'll see the full credit sequence from the end of the game—but the abbreviated version that can be called up from the Options menu at any time.

## CHARACTER SELECTION

**Chout Chout**  
Choose the "Enter Cheat" option and enter any of the following cheat codes if you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except Galaxy) and "Play Credits")

BH5M T6—Bots-only  
CMSSKSLC—Split Mode  
TUNGSGLT—All weapons\*  
BLLTSBRRS—Unlimited Ammo\*  
FRTWSTTTLTLC—Infinite lives  
GRGCHN—Big head Mode\*\*  
GCHN—Tiny enemy Mode  
LXCTB—Foes and his body  
LTLTSLXFTFNH—Only Guts  
SLFRH—Dive Mode (removes don't at)

TLTHSTMTN—Quick Mode  
TNTS—Galaxy (only the character)  
H5M T6—Slow Down  
H5M T6—Slow Enemies (on the menu)  
(\* This cheat is also activated by the "BS-NNH" code.)  
(\*\* This cheat is also activated by the "BS-NNH" code.)  
(\*\*\*) This cheat is also activated by the "BS-NNH" code.)  
(\*\*\*) This cheat is also activated by the "BS-NNH" code.)

At the "Enter Cheat" menu, input the code "HTHNGDGCOTDTRH". This activates nearly all of the cheats described above as well as allowing you to jump to any zone or "Boss" battle.

## KEY CODES

Alma Kuo—in close, 3-D, ← + + + High Kick  
Armo—3-D, ← + + + + High Punch + Low Kick  
Paga—From 1-D screen distance, ← + Low Kick  
Tall—From 1-D screen, ← + Low Punch + High Kick  
Maamar—3-D, 3-D, press ← + High Punch + Low Punch  
Cis—From 1-D screen away, ← + High Punch  
Wharf—Far away, 3-D, ← + + + + High Kick  
Maddo—From 1-D screen away, ← + Low Punch  
Vallah—in close, ← + Low Kick  
Kabul—in the swampy distance, ← + + + + Low Kick + High Kick  
Play a Game

At the character-select screen, quickly press **Down**, **Right**, **Left**, **Up**, **Down**, **Right**, **Up**, **Left**. You'll hear the announcer say, "All are ready to continue the ride. Now press any button to choose the highlighted character. Your will not appear until the light begins."

**Play a Game**  
At the character-select screen, quickly press **Left**, **Down**, **Down**, **Right**, **Left**, **Up**, **Left**, **Up**, **Right**, **Down**. You'll hear the announcer say, "All done ready" to confirm the code. Now press any button to choose the highlighted character. Your will not appear until the light begins.

## INFANTS CONTINUED

At the first Mer God title screen—not the one with the "Start/Options" menu on it—quickly press **CR**, **CR**, **Right**, **A**, **B**, **CR**. You'll see the screen flash and the announcer will say, "All too easy." If you've entered the code correctly, now access the Options menu and highlight the "Continue" option. You'll find a new setting called "Free Play."

At the first Mer God title screen—not the one with the "Start/Options" menu on it—quickly press **CR**, **Right**, **Right**, **B**, **A**, **A**. You'll see the screen flash and the announcer will say, "All too easy." If you've entered the code correctly, now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to highlight other players, choose which stage you'll like to fight in, disable the game timer or activate an "Infinite" option. With this option turned on—and the "Infinite" option activated at the main menu—you can perform any character's facility with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Three Yourself" message appears.

## DOPE DOLPHIN

**Enter the Dolphin**  
Rush the Dolphin Mode and choose the Dolphin Park option. Now perform all of the possible stunts (Dolphin, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and somersault dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish the difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps, you can even do one stunt—like the standing and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ways in the course, so you must do a different ramp stunt at each of them. If you do all of the stunts correctly, you should hear the dolphin cheering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship Mode and select the "Warm Up" option. When the Watch Select menu appears, highlight the character you want, hold the **Right** button and press a button to confirm your choice. If you want the alternate-color character, hold **Up** on the D pad while holding down on the **Right** button. When the next menu, you'll be riding the dolphin instead of a jet. With the dolphin trick accomplished, you'll also find that the riding dolphin mode alternates between the normal mode and a new mode of people riding dolphins.

## WANTS TO BE A DOG

**Favorite Player**  
Pick the game and select "Reply." Press **L** or **R** to highlight a player that player will flash for a brief instant. If you press **CR** quickly before the player stops flashing, he will have become your favorite. Now press any button that the player will stay visible. Note that pressing **CR** causes the highlight to return to the player closest to the puck, and that highlighting an opponent player will cause his name to flash more often. Note the order in which you advance through the players as you press the **L** or **R** button. To turn your own name into a favorite, advance through the line up with **Left** or **Right** and then the last player on your menu, press **A** to turn him visible, then use the

same button to advance to the next-to-last player, press **A**. You can turn the goal visible with this trick; but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.

**Multiplayer Practice**  
To play in Practice mode with more than one player, each player starts from Player 1 and holds the **A** button in the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing at Gordy on the Rangers' level Opposite Team.

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the **CR** button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

**Player Line Ups**  
At the Options menu, hold the **CR**, **CR** or **CR** button and press **R**; you'll see a line of numbers called "Sp" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Head—Hold the **CR** button and press **Up** until the first two digits of the "Sp" option are "01."  
Tiny Head—Hold the **CR** button and press **Up** until the first two digits of the "Sp" option are "01."

Tiny Nager—Hold the **CR** button and press **Up** until the third digit of the "Sp" option is "11."  
Bank Player—Hold the **CR** button and press **Up** until the fourth digit of the "Sp" option is "11."

Short Fat Player—Hold the **CR** button and press **Up** until the fifth digit of the "Sp" option is "11."  
Tall, Thin Player—Hold the **CR** button and press **Up** until the sixth digit of the "Sp" option is "11."

Some of these effects can be combined; for example, if you want game players with long fourth digits of the "Sp" option to "1111." Some of the codes also change the announcer's voice in a humorous way.

**Just a Game**  
During a game, press **START** to pause, then access the Options menu, hold the **L** button and press **CR** nine times; the seventh digit of the "Sp" option will be changed to "11."

When you return to the game, you'll find that the game clock at 0:00 and the same 14 seconds you had.

**Trade Player**  
At the Options screen, hold the **L** button and press **CR**, **CR**, **CR**, **CR**, **CR**, **CR**, **CR**, **CR**; the eighth digit of the "Sp" option will be changed to "11." Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the **CR** button seven times. A second "Modify Team" menu will appear. Use the **D** pad or joystick to choose two teams to trade; then press **A**. The rest of the first team's stats will be moved to the left; press **B** to change the score on the right. **Up** or **Down** to highlight the name of the player you want to re-

place, we left or right to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify, when you're finished for if you want to make some more trade press **START** to return to the "Team Stats" screen.

**Request Right Mode**  
At the Options screen, hold the **L** button and press **CR**, **CR**, **CR**, **CR**, **CR**, **CR**, **CR**, **CR**. The "Specials" option will appear with the ninth digit changed to "11." Now you'll have a light that blinking out every time a player is checked—but only if you're playing in "Goal" mode. Note that this light will not appear when the light that is automatically associated at the end of each period.

**Always Super Hero**  
At the Options screen, hold the **L** button and press **CR**, **CR**, **CR**, **CR**, **CR**, **CR**, **CR**, **CR**.

The "Specials" option will appear with the tenth digit changed to "11." Now you have access to four super powers at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "Moss."

**See Company Logo**  
Press **A** at the Options menu to view the different company logos that appear at the sides of the rink during the game. The only works if you choose Options from the main menu, not while a game is in progress. You can also do this while viewing other menu screens, like the "Records" menu.

## HOW TO WIN A GAME

All of the codes listed above for the original Wayne Gretzky's 3D Hockey will work in Wayne Gretzky's 3D Hockey '98 except for the "Invincible Player" code and the "Trade Player" code. The ability to trade players is a standard option in the '98 edition, not a hidden feature. Also, the "Accuse Judge Team" code will allow you to choose four historical NHL teams—the Hartford Whalers, Milwaukee Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

## NOTES

**Change Floor Graphics**

Play the game in Practice mode and complete all 16 practice rounds. If you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight the option and press **A** repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

**New Puzzle Piece**

After completing all of the practice rounds, achieve a rating of "G" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Wreckand games. (The game score will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you can create a blue water bubble on Press **A** to change the bubble into a rubber duck, then allow you to play with new odder shaped pieces, including triangle, shorter walls and larger blocks.

**Make Water**  
Once you have earned the green background as described above, hold **CR** at the main menu to create a water ripple. If you press a water ripple you can move around the screen with the analog stick.

within. Both the emperor, Shao Kahn, and the Thunder God Raiden are involved, guiding each of their forces in the battle of good versus evil. You'll also see healthy doses of Scorpion, Sub-Zero and the Ninja. Each episode's plot will weave into another, building towards an inevitable climax in which Kung Lao and his warriors must battle against Shang Tsung in another Mortal Kombat tournament to decide the fate of the world. Rumor has it that some of the characters to be introduced in the series will be Nelo Sub-Zero, Reptile and Quan Chi, all of whom will help bridge the

events in the Mortal Kombat universe together and lay the groundwork for the third MK movie which is already in the pre-production stages. Supposedly, it will involve the events seen in Mortal Kombat 4, with Shinnok and his minion Quan Chi plotting the takeover of the Earth Realm. Meanwhile, Threshold is keeping busy with several other MK projects as well, including a chain of Mortal Kombat restaurants and a movie that are in the works. Yep, you too can discover your friends and remove your neighbors' spurs.

—Benjamin Leathersman

Shang Tsung (played by Bruce Locke) uses his "soul suck" facility to gain energy.

Princess Kitana wants to prove to Kung Lao that she's his biggest fan (ouch).













for different effects  
 Auto AJ Mause-T-XO/AAXA++  
 Auto Wagon Valero-T-XO/AAXA++  
 Xose Heat Hold-up-XO/AAXA++  
 Xose "Ticobed" Mch Chose-T-XO/A  
 2++  
 Auto "Ticobed" Mch Chose-T-XO/A  
 4++  
 "Gato Gato" Thende-JA/XO/AYYA  
 lowellity-T-XO/A++  
 "Infante Annuum Tere-TXO/AAXA++  
 Any Mech-TXO/AAXA++  
 Jump like AJ Mch-TXO/AAXA++

#### MURGA MAN X

Alternate MegaMan X  
 At the character select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press Left twice, then hold L1 and R2 and press START. When the game begins, MegaMan X continues to be slightly different—his arms and legs will be purple instead of light blue. MegaMan X, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.  
 Play as Black Zero

At the character select screen, enter the following code carefully: Highlight Zero, hold the R1 button, press Right on times, release R1, hold O and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

#### MORTAL KOMBAT II

Secret Cheat Mode  
 During the opening demo, quickly press A, O, L1, R1, R2, R2, R1. You'll hear Shao Kahn say, "You will never win." Now press START, when the stone block appears with the word "KOMAR" in red, press UP to access a secret cheat menu. Turn UP to access a menu for infinite credits in the one-player mode. Turn "Smokes" on to activate him as a playable character without using the Ultimate Kombat Code. Turn "Fading Time" off to give yourself infinite time to perform combos. Turn "Level Select" on and you'll be able to choose any stage—including the hidden Portal—from a menu at the bottom of the character select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will auto mutually win the round.

#### MORTAL KOMBAT II

Secret Cheat Mode  
 Start a game in two-player mode, where the "go" screen appears, enter the Kombat Code "L, Skull, 2, 1, 2, 1" as follows:  
 • Finger 1: Press Low Punch three times and Low Kick twice

• Finger 2: Press Low Punch twice, Black One and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options," highlight "Screen Enable" and hold R1 + Black. After a few seconds you'll hear a laugh, continue to hold the buttons down until the "Cheats" menu appears. Turn the "Tongue" option on and you'll be able to use your character's ending sequence after winning just one match in one-player mode, the other three options allow you to perform fatalities with just one button press.

#### Secret Character

To play as Goro or Noddy Subot, you must first

enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character select screen:  
 1) Highlight the "Fighter" bar at the bottom of the screen, press Black and continue to hold it down

2) To play as Goro, move the invisible cursor up to Shinnok; you'll have to listen to hear the cursor moving around so you'll know where it is; press R1 and continue to hold it to play

3) To play as Noddy Subot, move the invisible cursor to Noddy, press R1 and continue to hold it down

3) Continue to hold Black + R1 until the light starts

#### MORTAL KOMBAT MYTHOLOGY: SUPERNOVITY

Fatality  
 When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch, Sub-Zero will punch his opponent. To avoid off

Combo  
 3 High + High Punch, High Punch, Low Punch  
 5 High + High Punch, High Punch, Low Kick, High Kick, Back + High Kick

8 High + High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick  
 10 High + High Punch, Back + High Kick

Choose "Options" from the main menu and select "Fatality," then enter any of the following cheat codes:

• Enter "10 T T T B B" for infinite lives

• Enter "10 X C V S" to start with 10 Units of Vitality in your inventory

• Enter "C N D V S" to set the credits from the end of the game

• Enter "R C K N M D" to see a demo of the rock band exploding

Stage Features  
 Wind Stage—T H W M S B

Earth Stage—C S S D S D

Prison Stage—R G T K C S

Water Stage—W K R M D

Fire Stage—Y P P D I

Bridge of Immortality—P T T L W H

Queen Chi's Parlor—2 C H R R Y With this code in place, you can wrap directly to the battle with Queen Chi if you hold the L1 button when you die. If you're holding the L2 button when you die, you will wrap to the battle with Shinnok.

#### MORTAL KOMBAT MYTHOLOGY

##### Stage Select

At the character-select screen, highlight Sonya, hold UP and press START, you'll hear a signal to continue. Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you want to start in.

##### Secret Character

At the character-select screen, choose one of the main rivals character: Doorman, Apple, Rain, Brim, etc. Before the fight starts, hold R1 + Black + High Punch + High Kick and press the D-pad Away from your opponent. Half of all three buttons down until the light begins, your character will explode and change into a secret character called Chameleon. He's a non-ferocious naga who randomly swaps into other stage characters.

##### Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Options" and hold L1 + L2 + R1 + R2 + UP. After a few seconds, you'll hear a confirmation sound and the screen will

shake. Now you can access the previously unavailable "F" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Race Damage," "Low Damage" and "Health Recovery." Just of all, if you turn on the "1 Button Fatality" option, you can perform finishing moves with ease as follows:

• Fatality 1—Press O when "Flash Hammer" appears.

• Fatality 2—Press O when "Flash Hammer" appears.

• Fatality 3—Press O when "Flash Hammer" appears.

• Fatality 4—Press O when "Flash Hammer" appears.

• Fatality 5—Press O when "Flash Hammer" appears.

#### MORTAL KOMBAT MYTHOLOGY

##### Secret Cheat Menu

Note: This code requires a memory card. Choose "Display the other" from the main menu, highlight "Replay Video," hold the R1 button and press X or O. Instead of loading video from the memory card, you'll see 20 "Replay KOF" videos of amazing feats by the game's creators. Watch these videos to learn how to become a better player, press X or O during each video to switch to the standard camera angle.

##### Secret Character

Note: This code requires a memory card. At the Time Attack menu, highlight "Load Ghost from Video," hold the R1 button and press X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team KOF" videos made by the game's creators.

##### Extra Options

At the main menu, highlight "Options," hold L1 + L2 + R1 + R2 and press X. Now the option menu has many additional settings that will allow you to fine tune the game's configuration to your liking.

##### Extra Options

At the main menu, highlight "Options," hold L1 + L2 + R1 + R2 and press X. Now the option menu has many additional settings that will allow you to fine tune the game's configuration to your liking.

#### NINJENDO ODE

##### Secret Code

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:  
 K R X K X A A—Infinita Frenzy  
 K R X K X K X A—Infinita Frenzy  
 O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

O X K A D A D O—Infinita lives

the process for each stage to skip to any level. Go! Stage Select

Load the game Galsion and press the A button to access the dispatch screen. Highlight which the game Galsion and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

Dragon Rider Stage Select

Load the game Dragon Rider and press the A button to access the dispatch screen. Highlight which the game Dragon Rider and press X. Now turn it on. Now start the game. When the words "Fence" appear on the screen, hold L1 + R1 + O and press START, a secret level number will appear at the left side of the screen. Press UP or Down to change the number of the stage you'd like to skip to, then press START to begin at the stage you chose.

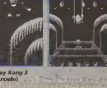
Dragon Rider Stage Select

## PLAYSTATION TIPS & TRICKS: OBSCURE VIDEO GAME CHARACTERS HALL OF FAME

### Stanley the Bugman



Four Stanley the Bugman has only appeared in one video game that we know of, however, he holds a special place in the Top 2000 Obscure Video Game Characters Hall of Fame because of his very distinguished pedigree: Yay! Stanley was designed by the creator of Mario, Luigi, and Donkey Kong: Super Mario Bros. As the main character in Donkey Kong 3, Stanley was around with a fix fixed with insect-repelling, looking very much like a third Mario brother or at least a distant relative. Just think, if this game had caught on, we might all be playing Super Stanley Bro!



Donkey Kong 3  
(Arcade)











time track and if—you'll earn the right to race on four new tracks, which are really the center four tracks down in the opposite direction.

#### Minor Mode

When you start a race, drive forward a bit, then spin around and head back to the start line that says "Minor Way." If you're going fast enough, you'll pass right through the wall to see a "Minor Mode" Galaxian 72.

The game's toughest secret: a mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even use it as your memory card.

#### INCEPIT RACE REVOLUTION

##### Time Down Trick

If you hold two L or R buttons at the title screen, you can move the spotlight around with the D pad and change its focus with  $\square$  and  $\times$ .

##### Extra Car

If you earn a "perfect" in the Galaga '86 leading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

##### Buggy Mode

If you earn a "perfect" in the Galaga '86 leading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is a very difficult to do, but here's a cheat that makes it easier: During the Galaga '86 game, press and hold Down + L1 + SELECT +  $\Delta$  + R1, all of the enemy ships will be automatically destroyed with exactly one shot each.

##### Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

##### Movie—320 Racing Car

##### Queen—White Angel

If you can beat these two in the Time Trial mode, they will become available for you to race with in all game modes.

##### Spinning Mode

Choose "Time Trial," then at the main menu, highlight the "Start" box, hold the brick button and press the Accelerator button, continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the brick button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 180 degrees, the words "Spinning Power" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After a race, watch the replay to see a chart that shows your score for each Spinning Point along with your total for the entire race.

#### RACE 2: RESURRECTION

##### Race Codes

Enter these values of the character select screen to make a different race character appear in a bonus level at the bottom of the screen.

Wincol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.  
Superman—Right, Right, Down, Up, Right, Down, Left, Up, Up, Right, Down, Right, Up, Up.  
Meyhara—Left, Right, Down, Left, Up, Left, Down, Left, Down.  
Axl 8—Up, Right, Down, Right, Right, Up, Left, Up.

#### ROBO-HIT

##### Area Select

At the main menu, hold L1 + L2 + R1 + R2 and press SELECT a two-digit number will appear in the upper-right corner of the screen. Press Right or Left to choose the area you'd like to go to. Right or Left to represent the visible areas (0 through 3) and the right digit represents the time of day (Daytime=1, Night=2, Twilight=3).

#### ROBOHUNTER X

##### Invisible Power Ups

At any time during the game—main theme played—you can make power-ups appear as desired, right next to your character. Just enter one of the codes shown below, do them quickly for best results. Each code will only be used five times in each stage. Note that the codes are listed as if you are using the default configuration for a single car trailer; if you're using another configuration just remember that  $\Delta$  means Fire Up,  $\square$  Fire Left,  $\times$  Fire Right and  $\times$  Fire Down.

##### Two-Way Weapon—Up, Up, Up, Up, Up, Up.

##### Three-Way Weapon—Right, Right, Right, Right, Right, Right.

##### Four-Way Weapon—Down, Down, Down, Down, Down, Down.

##### Five-Way Weapon—Up, Up, Down, Down, Up, Up.

##### Forward-Up—Left, Left, Right, Right, Left, Left.

##### Reverse-Up—Weapon—Down, Right, Down, Right, Up.

#### ROGUE 17P: VACATION 2002

##### Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT. With the words "Character Select" in the upper right corner of the screen, you'll see the code in place. You can enter any of the following codes to get different cheats at any time. These codes must be entered quickly.

##### Quick \$10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down.

##### Invincible Weapons—Hold L1 + R1, press Up, Down, Up, Down.

##### Mega Guns Mode—Hold L1 + R1 + R2 + $\times$ , press Down.

##### Invincible Mode—Hold L1 + R1, press Up, Down, Left, Right.

##### Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right.

##### Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Invincible Weapons," "Mega Guns," "Invincible Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear.

##### Note: From the above codes can be described by pressing the same code a second time, or hold L1 + R2 + R1 and press SELECT to deactivate all cheats.

##### Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features.

##### Enable Goggles—L1, R1, $\times$ , L2, L1.

##### Enable Helicopter—L1, R2, L1, L1, $\times$ .

##### Enable Helicopter—L1, R2, L1, L1, $\times$ .

##### Enable Auto-Save—R1, $\times$ , L1, L1, L1.

##### Access "Throttle" stage [Challenge] mode.

#### only—X, O, L2, $\times$ , L1.

##### Access "The Gulch" stage [Challenge mode]

##### only—X, O, L1, L2, L1.

##### Enable Box 1 [Challenge mode only—O, R2, R1, L1, R2.

##### Enable Box 2 [Challenge mode only—O, L1, L2, L1, $\Delta$ .

##### Enable Jump—O, R2, $\times$ , $\Delta$ , R2.

##### Enable Tether—L1, $\times$ , O, L1, R1, R2.

##### Enable Push—L1, L2, L1, L1, L1, L1.

##### Increased Armor—R1, R2, R2, R2.

##### See Dave Noland Time to Kill movie—L1, O, L1, O, L1.

#### ROGAWAY

##### Secret Codes

Each of the following codes can be entered at any time during the game. (Not while paused.)

##### Chess pattern background—L1, O, Left, Right, L2, Left, R2.

##### Enable motion blur—Right, O, L2, O, R1, O.

##### Extra 30,000 points—Up, Down, L2, R1, $\Delta$ , $\times$ , $\Delta$ , breaks only once per level.

##### Temporary invincibility—Right, Down, L1, R2, R1, O, $\Delta$ , $\Delta$ .

##### 30 extra seconds in Time Trial mode—L1, $\Delta$ , $\Delta$ , O, $\times$ , O, Down (works only once per level).

##### Map to bonus stage—Up, Up, L2, L1, L2, L1, $\times$ , $\times$ .

##### Clear screen in bonus stage—Right, O, L1, L1, O, L1, O, L1.

#### ROGUE INQUINER FIGHTER EXTREME

##### Passwords

##### Laundry 2—3-W-E-A-T-Y

##### Laundry 3—3-W-E-A-T-Y

##### Auto 1—H-I-T-D-I-O

##### Auto 2—G-R-E-A-T-S

##### Auto 3—G-I-E-N-D

##### Harold 1—3-W-E-L-L-I-E

##### Harold 2—3-W-I-L-F-T-Y

##### Harold 3—3-T-I-L-L-O-W

##### Lesson 1—T-R-I-C-K-E

##### Lesson 2—M-O-T-I-O-N

##### Lesson 3—H-I-P-P-O-P

##### Readwell 1—C-E-N-T-R-E-L

##### Readwell 2—C-E-N-T-R-E-L

##### Readwell 3—S-P-L-A-S-H

#### ROSHKUN

##### Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen, you'll hear a sound to confirm if you've entered a code correctly.

##### Four extra High Performance cars—Up, Left, Right, $\times$ , O, O.

##### Bonus Truck—Up, Up, Down, Left, L1.

##### Reverse Truck option at Truck Select screen.

##### "Reverse Chameleon" option—Left, O, R1, O, L1, Down.

##### Adopt "Super Chameleon" race mode—Right, O, Left, O, Up, Up.

##### Secret Helices

Choose any available vehicle, then select your transformation type with the X button. When the purple "R231P" letters appear, immediately press one of the following buttons and hold it down until the "Loading" screen appears.

##### + Hold O to race in a U-T.

##### + Hold L1 to race in a pickup truck.

##### + Hold R1 to race in a British sports car.

##### When the race starts, you'll be driving the vehicle you chose.

#### SCARAS

##### Ultimate Password

Choose "Options" in the Game Select menu, then select "Settings" and use the L1 and R1 buttons to change the Password option to "A L V I 0 7." The code unlocks all of the game's functions, including four extra vehicles, three additional car settings, the "Challenge" mode and the option menu's "Minor Mode."

#### SHADOW MASTER

##### All Weapons

Begin a new game. Go forward into the four doors that open and kill the nine aliens in each. Once you have defeated the aliens and you are completely inside the room, press L1 + R2 + R1 + R2 +  $\times$  simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

##### Invincibility

In the same room described above, after defeating the aliens, press L1 + R2 + R1 + R2 +  $\times$  simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage select option on the main menu.

##### Stage Select

In this same room described above, after defeating the aliens, press L1 + R2 + R1 + R2 +  $\times$  simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage select option on the main menu.

#### SHUTTERFACE

##### Cheat Codes

Choose the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right. (You'll hear a piano melody and the screen will change to a photo of the game's character with a cheat menu below. Press Left or Right at the "Hiding Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.)

##### Invincibility

Start a game, then—soon as you're in the tank—press SELECT and choose "About Game." When the title screen appears for the second time, press Up, Up, Down, Down, Down, Right, Right. (You'll hear a musical signal to confirm the code. Now start the game and watch your avatar again; it will go down when you get hit, but when it runs out it will fly right back up again.)

#### SHUTTERFACE

##### Secret Codes

Region 1, Level 2—Ship, Skull, Fish, Anchor, Ship, Anchor.

Region 1, Level 3—Ship, Anchor, Skull, Ship, Anchor, Fish.

Region 1, Level 4—Skull, Ship, Fish, Anchor, Ship, Anchor.

Region 2, Level 1—Fish, Fish, Anchor, Ship, Skull, Anchor.

Region 2, Level 2—Skull, Anchor, Anchor, Fish, Anchor, Ship.

Region 2, Level 3—Fish, Anchor, Ship, Ship, Skull, Anchor.

Region 2, Level 4—Fish, Skull, Ship, Fish, Anchor, Skull.

Region 3, Level 1—Fish, Skull, Skull, Fish, Anchor, Skull.

Region 3, Level 2—Fish, Skull, Anchor, Fish, Skull, Fish.

Region 3, Level 3—Fish, Fish, Ship, Skull, Fish, Ship.

Region 3, Level 4—Ship, Anchor, Ship, Fish, Anchor, Ship.

Region 4, Level 1—Skull, Skull, Anchor, Ship.

## TIPS & TRICKS OBSCURE VIDEO GAME CHARACTERS HALL OF FAME

### Jack Frost



Jack Frost is Aquas' and Frost's cousin, both in Japan and in the U.S.; you may have seen him in the arcade Pinball Club sticker machines. Jack appears in all of the popular Mystical Zenaido role-playing games in Japan; the American PlayStation release of Mystical is one of them. Jack has two brothers: Jack Luster and the lesser-known Jack Seal. The latter is known as Jack Ripper in Japan. All three characters appeared in Jack Rose for the Virtual Boy, which is widely considered to be the most colorful of the fourteen Virtual Boy cartridges released in North America.



Personas (PlayStation)



Jack Frost, (Virtual Boy)























## TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

### JUST FOR FUN

645 E. Palatine Road • Arlington Heights, IL 60004 • (847) 252-1464

GAME	HI SCORE	NAME
Blitz 99 tournament (single)	1st place	Rob Wodner
Blitz 99 tournament (single)	2nd place	P.J. Stallone
Blitz 99 tournament (single)	3rd place	Mike Stallone
Blitz 99 tournament (single)	4th place	Frank Doerschlein
Blitz 99 tournament (double)	1st place	Rob Wodner & Joe Katz
Blitz 99 tournament (double)	2nd place	Mike & P.J. Stallone
Godzilla (pinball)	733,577,050	Lyman F. Sheets
Area 51: Site 4	874,400	MAC
CarnEvil	1,433,050	NPN

### FAMILY FUN ARCADE

10383 Balboa Blvd. • Granada Hills, CA 91364 • (818) 360-0419

GAME	HI SCORE	NAME
Galaga	641,840	JP
Daytona USA (Advanced)	2:58:34	Jason Dehenas
Time Crisis II	721,340	CAP
Top Skater	482,940	NIN
Top Skater	423,380	NIN
Top Skater	385,600	Jason Wilson
Street Fighter Alpha 2	21 wins	Jabari Barn

### U. P. ARCADES

391 N. Lincoln Road • Escalante, UT 84609 • (801) 786-0200

GAME	HI SCORE	NAME
Gauntlet (Wizard)	60,138	ZEY
Cruis'n World (England)	1:40:56	DDD
Cruis'n World (France)	1:39:32	CLD
Cruis'n World (Africa)	1:34:50	KEV
Cruis'n World (Florida)	1:31:89	JCN
Batman (pinball)	200,997,200	BAR
Area 51/Maximum Force Dual	101,050	JPM
Emerge (Cloud)	6:03:46	ELL
Tekken 3 (Ogre1)	2:23:70	ELL
Tekken 3 (Yoshimitsu)	2:30:11	AJG

### CAPCOM'S SUPER JUST GAMES

557 Washington Road • Northbrook, IL 60062 • (847) 558-8727

GAME	HI SCORE	NAME
Time Crisis II	675,440	FLY
Blitz 99 (most games won)	49 wins	DBA
Blitz 99 (touchdowns)	50	Katz
Blitz 99 (most sack)	23	Sarani
Blitz 99 (tackle)	29	Griffy
San Francisco Rush (extreme)	7:51:20	Racer X
The House of the Dead	66,062	DAN
Tekken 3	7 wins	Ana Flores
Tetris	998,041	Jason Wilson

### FUN-O-RAMA

7795 W. Flagler St. #5 • Miami, FL 33144 • (305) 286-8867

GAME	HI SCORE	NAME
Time Crisis II	1,012,107	Hon and Yow
Blitz 99 (winning percentage)	928	J Love
Daytona USA 2 (Advanced)	3:14:00	MJV
Fisherman's Bait	12 lbs. (bass)	Roly Barrios
Medieval Madness (pinball)	105,327,250	RAN
Galaga '88	1,771,740	Willie J
The Lost World: Jurassic Park	98.2%	ShadowPeluca
The House of the Dead	50,945	Daniel
Street Fighter Alpha 3	41 wins	Robert Couto
Killer Instinct (Jagol)	163,750	Jason Wilson

### GRAND PRIX RACE-O-RAMA

1981 NW First St. • Danis, FL 33504 • (954) 921-3416

GAME	HI SCORE	NAME
Hyperdrive (Deep Space)	2:02:63	JOE
Hyperdrive (Orbital Speedway)	2:16:97	Danny Rodriguez
Hyperdrive (Mars Dragstrip)	1:59:88	Nelson SantaMama
Base Fishing	21pds 8oz	Angel Mateo
Radikal Bikers (Margharita)	3:53:92	Danny Rodriguez
Arkanoïd T.E.	1,337,030	Steve Krogman
Marvel vs. Capcom	12 wins	Victor "Cody"
Ms. Pac-Man	837,500	Steve Krogman

### METROPOLIS

72-840 Hwy. 111 Suite 345 • Palm Desert, CA 92260 • (760) 346-8188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kardhana
Street Fighter Alpha 3	2,562,100	Bob Tan
Cruis'n USA (L.A. Freeway)	1:48:05	MAC
Time Crisis II	793,970	AWS
Rival Schools United by Fate	2,030,100	William Blackman
Puzzle Fighter	492,218	Dennis Tiangro
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43:15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan



## Game Shark

**Codes for use with Interact  
Game Products' Game Shark  
Video Game Enhancers**

### PlayStation

#### Azure Dreams

80012D5C-FFFF-80012D5E-05FF-Infinite money  
800834E0-FFFF-Infinite health in battle  
800834D0-FFFF-Quick level up

#### Command & Conquer Red Alert: Retaliation

D0010124-0000+8002A3D4-FFFF-Infinite funds for Allies  
D0010124-0000+8002A796-FFFF-Infinite funds for Soviets

#### Cardinal Syn

801EE49C-0001-1 round to win, Player 1  
801EE6D4-0000-0 rounds won, Player 2  
801E782A-0100-Enable Kahn  
801E782E-0100-Enable Stygian  
801E7832-0100-Enable Redeptor  
801E7836-0100-Enable Juni  
801E783A-0100-Enable Mongwan  
801E783E-0100-Enable Vodu  
801E7842-0100-Enable Simorpha  
801E7846-0100-Enable Moloch

#### Circuit Breakers

800A600C-0001-Night time mode  
800A6E28-0001-Race upside down

#### Future Cop: L.A.P.D.

8009B7C9-3400-Infinite ammo  
801F8760-03E7-Red team 999 points in Precinct Assault  
801F8760-0000-Red team 0 points in Precinct Assault  
801F8764-03E7-Blue team 999 points in Precinct Assault  
801F8764-0000-Blue team 0 points in Precinct Assault

#### Heart of Darkness

800A02BC-FFFF+800A02BE-FFFF+800A02E0-FFFF+800A02E2-FFFF+800A0304-FFFF+800A0306-FFFF+800A0328-FFFF+800A032A-FFFF-Open all cinematics

#### Kartia

D005CC48-0001+8005C03B-00E3+D005CC5F-0001+8005C43A-2404-Quick level up in battle  
8005C788-03E7-Infinite Silk Kartia  
8005C78A-03E7-Infinite Mehri Kartia  
8005C78C-03E7-Infinite World Tree Kartia  
8005C78E-00E3-Have Harpoon Spears +4  
8005C78F-00E3-Have Stone Spears +4  
8005C789-00E3-Have Uniqe Spears +4  
8005C78A-00E3-Have Iron Spears +4  
8005C78F-00E3-Have Novel Spears +4

3005C894-00E3-Have Long Spears +4  
3005C899-00E3-Have Silver Spears +4  
3005C89E-00E3-Have Long Pike +4  
3005C8A3-00E3-Have Royal Spears +4  
3005C8AD-00E3-Have Diamond Spears +4  
3005C8B0-00E3-Have Platinum Spears +4  
3005C8B2-00E3-Have Big Spears +4  
3005C8B7-00E3-Have Dream Spears +4  
3005C8BC-00E3-Have Yagura +4  
3005C8C1-00E3-Have Pinaca +4  
3005C8C9-00E3-Have Doll Crusher +4

#### The Lost World: Jurassic Park Special Edition

D0009E10-0003+80015B3E-2400+D0009E10-0004+80015B56-2400+D0009E10-0005+80015B0E-2400+D0009E10-0006+80015D5A-2400+D0009E10-0007+80015B4E-2400-Infinite lives

#### Madden NFL 99

8006A32E-0000-Away team scores 0  
8006CDEE-0000-Home team scores 0  
800516AC-0069-Away team is Tiburon team  
800516AC-006A-Away team is EA Sports team  
800516AE-0059-Home team is Tiburon team  
800516AE-006A-Home team is EA Sports team

#### Mega Man Legends

800C1B2C-423F+800C1B2E-050F-Infinite Zenry  
800B521E-00C4-Infinite health

#### NFL Blitz

8017204A-0054-Infinite turbo, home team  
8017206A-0054-Infinite turbo, away team  
8017204A-0000-No turbo, home team  
8017206A-0000-No turbo, away team  
80099C14-0001-Huge head  
80099B4D-0001-Big ball  
80099B4A-0001-Hide receiver name  
80099C10-0001-No first downs  
80099B48-0001-Rain  
80099B80-0001-Night game  
80099C20-0001-Invisible  
80099C30-0001-Headless  
80099B94-0001-Team headless

#### NFL GameDay 99

8010B456-0000+8010B8F0-0000-Home team scores 0  
8010B458-0000+8010B8F4-0000-Away team scores 0  
8010F382-0001-Big ball  
8010F366-0001-Big hits

#### Parasite Eve

8006BA30-FFFF-Maximum AT points  
8009CFE8-FFFF-Quick level gain  
800C0E0C-0032-Maximum item slots

#### Spyro the Dragon

8007582C-0009-Infinite lives  
8007581C-0003-Infinite health

#### TOCA Championship Racing

80086D6C-0040-1 lap to win (Single Race mode)  
80086B8C-0040-1 lap to win (Championship mode)  
3001008B-0009-Access all levels  
30010085-0001-Enable tank  
300100CA-0001-Turn off collision detection

#### Turbo Prop Racing

800E76FA-0101+800E76FC-0101+800E76FE-0101-Have all boats unlocked

### Nintendo 64

#### All-Star Baseball 99

800E2C31-0000-Infinite character creation points  
810800CA-0000-Away team scores 0  
810800CA-0003-Away team scores 50  
81079772-0003-Home team scores 50  
D00A8B87-0000+800A8B87-0003-Walk on Bull 2

#### Bombberman Hero

80195243-0009-Infinite lives  
80195244-0004-Infinite health  
8019523F-0003-Full bomb power  
80195240-0008-Full fire power

#### Forsaken

8008ED67-0012-Gore mode  
8008ED6E-0012-Enable Battle mode + levels

#### Gex 64: Enter the Gecko

800C56B7-0005-Infinite lives  
800C56B8-0003-Infinite health

#### Iggy's Reelin' Rails

800BD0A5-0005-Infinite credits  
810C3EE0-0003-Always have 99 points  
810C3E2E-FFFF-Extra characters

#### Kobe Bryant in NBA Courtside

DE009400-0000-Must be on  
813FAC46-0000-Home team scores 0  
813F1926-0000-Away team scores 0  
803FAC4A-0009-Infinite time out, home team  
803F1924-0009-Infinite time out, away team

#### Mission: Impossible

810082B2-FFFF-Infinite health  
8009C9C8-0001-Turbo Mode  
80082A21-0005-Big hands, head and feet

#### Mystical Ninja Starring Goemon

8015C5E7-0028-Infinite health  
8015C5E8-0029-Infinite lives  
8115C5EA-270F-Infinite Ryo

#### NASCAR 99

800498B3-0009+D021F0AB-0006+8021F0AB-0006+D0223598-0000+D0223598-0008-1 lap to race

#### NFL Blitz

802AD04F-0032-Home team scores 50  
802AD05F-0032-Away team scores 50  
812AD048-42C8-Infinite turbo, home team  
812AD04C-42C8-Infinite turbo, away team  
802997C8-0001-Huge head, Player 1  
80299778-0001-Headless team, Player 1  
802997C7-0001-No first downs  
80299777-0001-Night game  
802997A3-0001-Weather: snow  
8029976F-0001-Weather: rain  
812AD044-0000+812AD046-0000-Player 1 is Jennifer Hedrick  
812AD044-0000+812AD046-0000-Player 1 is Demon Shamok  
812AD046-0000+812AD046-0000-Player 1 is "Thug"

#### Yoshi's Story

DE009400-0032-Must be on  
8008DC3A-0008-Infinite health, dark blue Yoshi  
8008DC37-0008-Infinite health, light blue Yoshi  
8008DC38-0008-Infinite health, pink Yoshi  
8008DC39-0008-Infinite health, yellow Yoshi  
8008DC3A-0008-Infinite health, green Yoshi  
8008DC3B-0008-Infinite health, red Yoshi  
8008DC3C-0008-Infinite health, white Yoshi  
8008DC3D-0008-Infinite health, black Yoshi

# FuncoLand SuperStore



## Nintendo

1000's More Titles Available!

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell  
Previously Played  
Video Games, Decks &  
Accessories  
at Great Prices.

We also Sell New Products!

612-946-8112

## SNES

Aerobics	\$16
Battletoads & Double Dragon	\$11
Conan: King of Kings	\$25
Darkwing Duck	\$13
Golden Axe	\$11
Jackal	\$16
Killer Instinct	\$20
Looney Tunes	\$16
Mario Kart	\$19
NBA Jam	\$5
On the Border	\$25
PGA Golf	\$25
Road to Glory 2	\$13
Super Mario All Stars	\$16
TMNT 4	\$1
Vegas Strike	\$13
WrestleMania	\$25
X-Men	\$11
Yoshi's Island	\$29

## PlayStation

Bubble Bobble	\$13
Conan	\$19
Demon's Wrath 2	\$25
Excitebike	\$5
Galaga	\$25
Hogan's Alley	\$1
Ironward	\$2
Jockey	\$11
Kang Fu	\$2
Magi Mix	\$19
Nascar Challenge	\$13
Operation Wolf	\$1
Pacman	\$19
Red Rider	\$3
Super Mario 3	\$3
Tecmo Bowl	\$5
Vegas Dreams	\$1
Wheel of Fortune	\$1
Yoshi's Cookie	\$1
Zelda 2	\$1

## PlayStation

Alien Trilogy	\$15
Beats Across Tashkent	\$11
Crash Bandicoot	\$15
Demo	\$25
Excitebike	\$5
Galaga	\$25
Hogan's Alley	\$1
Ironward	\$2
Jockey	\$11
Kang Fu	\$2
Magi Mix	\$19
Nascar Challenge	\$13
Operation Wolf	\$1
Pacman	\$19
Red Rider	\$3
Super Mario 3	\$3
Tecmo Bowl	\$5
Vegas Dreams	\$1
Wheel of Fortune	\$1
Yoshi's Cookie	\$1
Zelda 2	\$1

## GameBoy

Allyway	\$11
Battletoads	\$5
Castlevania: Advance	\$8
CR: Mario	\$13
Final Fantasy	\$13
Golden Axe	\$1
Jackal	\$16
Killer Instinct	\$20
Looney Tunes	\$16
Mario Kart	\$19
NBA Jam	\$5
On the Border	\$25
PGA Golf	\$25
Road to Glory 2	\$13
Super Mario All Stars	\$16
TMNT 4	\$1
Vegas Strike	\$13
WrestleMania	\$25
X-Men	\$11
Yoshi's Island	\$29



## Game Gear

## Game Gear

Academy	\$2
Battletoads	\$5
Castlevania: Advance	\$8
CR: Mario	\$13
Final Fantasy	\$13
Golden Axe	\$1
Jackal	\$16
Killer Instinct	\$20
Looney Tunes	\$16
Mario Kart	\$19
NBA Jam	\$5
On the Border	\$25
PGA Golf	\$25
Road to Glory 2	\$13
Super Mario All Stars	\$16
TMNT 4	\$1
Vegas Strike	\$13
WrestleMania	\$25
X-Men	\$11
Yoshi's Island	\$29

## Nintendo64



## SEGA

Allyway	\$11
Battletoads	\$5
Castlevania: Advance	\$8
CR: Mario	\$13
Final Fantasy	\$13
Golden Axe	\$1
Jackal	\$16
Killer Instinct	\$20
Looney Tunes	\$16
Mario Kart	\$19
NBA Jam	\$5
On the Border	\$25
PGA Golf	\$25
Road to Glory 2	\$13
Super Mario All Stars	\$16
TMNT 4	\$1
Vegas Strike	\$13
WrestleMania	\$25
X-Men	\$11
Yoshi's Island	\$29



Mortal Kombat Myth	\$25
Golden Eye 007	\$25
Virus Rise	\$25
Steel Corps	\$19
Crash n USA	\$25
Super 64	\$16
NBA Soccer 97	\$19
Defender 64	\$16
Hexen	\$19
War of Wonders	\$25
Killer Instinct Gold	\$25
Mario Kart 64	\$19
Mortal Kombat 3	\$19
NBA Hang Time	\$25
PlayStation 64	\$29
Star Fox 64	\$19
Star Wars Shadows	\$19
Super Mario 64	\$29
Yoshi	\$16
Yoshi's Island	\$29

## Saturn

Academy	\$15
Battletoads	\$5
Castlevania: Advance	\$8
CR: Mario	\$13
Final Fantasy	\$13
Golden Axe	\$1
Jackal	\$16
Killer Instinct	\$20
Looney Tunes	\$16
Mario Kart	\$19
NBA Jam	\$5
On the Border	\$25
PGA Golf	\$25
Road to Glory 2	\$13
Super Mario All Stars	\$16
TMNT 4	\$1
Vegas Strike	\$13
WrestleMania	\$25
X-Men	\$11
Yoshi's Island	\$29



To purchase, call our Customer Service, send check, money order, or credit card number to Funco, Inc. 10120 Wisk Road, Minneapolis, MN 55444. Add \$1.00 per item (\$3.99 per control deck) for shipping and \$4.00 handling charge. For Canada/Guatemala, Puerto Rico, and Virgin Islands please double the per item charges. Please call for all other international orders. CA, CT, IL, IN, MD, MA, MI, NY, NJ, PA, RI, VA, WA, WI, and WV residents please add applicable sales tax. All prices based on US funds. Most games delivered within 7-10 business days. Generally games don't come with boxes or manuals. We are sorry but we can't accept returns for cash. Refunds only in the form of store credit. All prices are subject to change. We reserve the right to refuse any purchase or sale. TU

We Accept:



Personal Checks and Money  
Orders Are Also Accepted.

NEW!

Online Ordering!!  
For the Hottest Tips &  
The Hottest Games at the Hottest Prices  
Check us out!  
<http://www.funcoLand.com>

All Games Come With a 90 Day Warranty!  
ONE YEAR Warranties are Available  
Hours: Mon-Fri 9:00am to 7:00pm Central  
**612-946-8112**





## Pyrene-5H

### Behind the Scenes



avex inc.



Just A Groove has four hidden characters and two costumes for each dancer. Here's a breakdown of what you need to know to earn each new dancer as well as the codes to select your dancer's costume.

To select a character's alternate costume in a one-player game, simply hold the SELECT button and press X at the character select screen. When you begin your game your dancer will be sporting his or her alternate costume. For instance, if you're Player One and select Kitty-N, her alternate costume will be a black cat suit.



Columbo is Shorty's stuffed animal come to life (courtesy of groove-tron energy). He will jump out of Shorty's pouch during gameplay if you successfully complete the final Level 7 command (← → → → → X) with Shorty—provided your groove-tron meter is maxed out. You cannot control him at this time, but he will mimic every one of Shorty's moves, including her misses and solos. Read on to find out to control Columbo by himself!





## Flatten your opponent

If Hanes's Burger Hammer Attack connects twice in one match, his opponent will flatten like a character from Parappa the Rapper!



## Heat

*A miracle revival gives birth to a dancer who sets the stage on fire!*

Formerly a car racer, Heat was once nearly burned in a car crash. Quitting the racing world, he is currently setting fire to dance floors. With his amazing dance steps, he's considered one of the hottest players in the dance scene. Powered by the outer space energy called groove-tron, he has the ability of a firefighter, hence his nickname, "Fireboy."

## Heat Stage

Initial Dance Order  
60 Turns, 3 Sides

Start	→ ○
○	→ ○
×	↑ ↑ ○
→ ×	↑ ↑ ○
↓ ×	↑ ↑ ↑ ○
↑ ×	↑ ↓ ↓ ↓ ○
→ → ○	↓ ↓ ↓ ↓ ○
← ← ○	↓ ↓ ↓ ↓ ○
→ → ○	Break
Break	○
○	→ ○
→ ○	↑ ↑ ○
↑ ↑ ○	↑ ↑ ○
→ ○	↑ ↑ ↑ ○
← ← ○	↑ ↓ ↓ ↓ ○
→ → ○	↓ ↓ ↓ ↓ ○
↑ ↑ ○	↓ ↓ ↓ ↓ ○
Player 1 Solo 1	Break
Player 1 Solo 2	○
Player 2 Solo 1	→ ○
Player 2 Solo 2	↑ ↑ ○
Player 1 Solo 1	↑ ↑ ○
Player 1 Solo 2	↑ ↑ ↑ ○
Player 1 Solo 3	↑ ↓ ↓ ↓ ○
Player 1 Solo 4	↓ ↓ ↓ ↓ ○
Player 2 Solo 1	↓ ↓ ↓ ↓ ○
Player 2 Solo 2	Break
Player 2 Solo 3	↑ ↑ ○
Player 2 Solo 4	↑ ↑ ○
Player 1 Solo 1	↑ ↑ ○
Player 1 Solo 2	↑ ↓ ↓ ↓ ○
Player 2 Solo 1	↓ ↓ ↓ ↓ ○
Player 2 Solo 2	Finish

## Solo Low Level Combo

↓ ×
100/8
↑ ↑ ×
300/7
↑ → ×
500/9
↓ → ×
700/9

## Solo Mid Level Combo

↑ ↑ ○
300/9
↓ ↓ ○
600/9
→ → ○
700/10
← ← ○
1200/10

## Classified Combo

↑ ↓ ↑ ○
500/10
↓ ↓ ↓ ×
1000/10
→ → ○
2000/15
↓ ↓ ↓ ○
2500/15



## Frida

*Graphic artist by day, dancer by night; beauty is always a part of her life...*

In the Japanese version, Frida is identified as a graffiti artist! She's an active girl who takes advantage of her height when performing synchronized steps. Frida likes to express her creativity and freedom either while painting or dancing. Enjoying her life, she is leading her own group. Additionally, her paintings are said to contain the energy of the groove-tron...and they move!

## Frida Stage

Initial Dance Order  
62 Turns, 2 Sides

Start	→ ○
○	↑ ↑ ○
×	↑ ↑ ○
→ ×	↑ ↑ ↑ ○
↓ ×	↑ ↓ ↓ ↓ ○
↑ ×	↓ ↓ ↓ ↓ ○
→ ○	Player 1 Solo 1
← ○	Player 1 Solo 2
→ → ○	Player 1 Solo 3
Break	Player 1 Solo 4
○	Player 2 Solo 1
→ ○	Player 2 Solo 2
↑ ↑ ○	Player 2 Solo 3
↑ ↑ ○	Player 2 Solo 4
← ← ○	Player 1 Solo 1
→ → ○	Player 1 Solo 2
↑ ↑ ○	Player 1 Solo 3
↑ ↑ ○	Player 1 Solo 4
Player 1 Solo 1	↑ ↓ ↓ ↓ ○
Player 1 Solo 2	↓ ↓ ↓ ↓ ○
Player 1 Solo 3	↓ ↓ ↓ ↓ ○
Player 2 Solo 1	↓ ↓ ↓ ↓ ○
Player 2 Solo 2	Break
Player 2 Solo 3	→ ○
Player 2 Solo 4	↑ ↑ ○
○	↑ ↑ ○
↑ ↑ ○	↑ ↓ ↓ ↓ ○
↑ ↑ ○	↓ ↓ ↓ ↓ ○
↑ ↑ ○	↓ ↓ ↓ ↓ ○
↑ ↓ ↓ ↓ ○	Break
↓ ↓ ↓ ↓ ○	Finish
Break	

## Solo Low Level Combo

← ×
100/8
→ → ×
300/7
↑ → ×
500/9
← → ×
700/9

## Solo Mid Level Combo

↑ ↑ ○
300/9
→ ← ○
600/9
↓ ↓ ○
700/10
↑ ↓ ○
1200/10

## Classified Combo

↑ ↓ ↓ ○
500/10
→ → ×
1000/10
↓ ← ○
2000/15
↑ ↓ ↓ ×
2500/15



## Capoeira

To access Capoeira as selectable dancers, you must defeat the game in Easy or Normal mode. You may continue as many times as you like on your way to Robo-Z. After all the fanfare has ended, begin a new game. Highlight Heat and press Up to highlight Capoeira. Capoeira can be selected for any mode of play; their stage will appear in Versus mode. This secret can be saved onto a memory card.



## Robo-Z



## Strike

A 21-year-old currently serving time in the state penitentiary.

Strike is identified in the Japanese version of the game as a member of a street gang. He is said to have "the coolness of steel," exhibiting a "tense wolf" atmosphere. "Freedom" is his favorite word, which is not surprising considering that he's behind bars. His nickname is "Notorious."

### Strike Stage

Adapt Dance Order  
47 Tunes, 8 Scores

Start	
○	→○
×	↑→○
→×	↑→○
↓×	↑↑↑○
↑×	↑↑↓→○
→→○	↓↓→→→○
←→○	↓←→↑↑×
↓↓↓×	Break
Player 1 Solo 1	→○
Player 1 Solo 2	↑↑↑○
Player 1 Solo 3	↑↑↑○
Player 1 Solo 4	↑↑↑○
Player 2 Solo 1	↑↑↑↑○
Player 2 Solo 2	↑↑↓→○
Player 2 Solo 3	↓↓→→→○
Player 2 Solo 4	Player 2 Solo 1
Player 1 Solo 1	Player 2 Solo 2
Player 1 Solo 2	Player 2 Solo 3
Player 2 Solo 1	Player 2 Solo 4
Player 2 Solo 2	Player 1 Solo 1
Player 1 Solo 1	Player 1 Solo 2
Player 1 Solo 2	Player 1 Solo 3
Player 2 Solo 1	Player 1 Solo 4
Player 2 Solo 2	Flash



### Solo Low Level Combo

←×	100/8
→×	300/7
↑↑×	500/9
↓↓×	700/9

### Solo Mid Level Combo

↑↓○	300/9
→→○	600/9
↑↓↓○	700/10
→↑↑○	1200/10

### Classified Combo

↑↑←○	500/10
←←→○	1000/10
→←←↑○	2000/15
←↑↓→×	2500/15



## Hamm & Burger Dog

The fat guy with the most impressive dance abilities.

Once a famous dancer, Hamm is a strange fellow who became a junk-food maniac. He took a job in a hamburger shop in order to snarf beef and junk food more easily, and he is gaining more weight every day. His dance style mixes some of his old steps with more chaotic and sometimes comical moves. Hamm is said to be considering a diet with the help of the groove-tron. Last but not least: His nickname is "Fatman."

### Hamm Stage

Adapt Dance Order  
46 Tunes, 2 Scores

Start	
○	Player 1 Solo 1
×	Player 1 Solo 2
→×	Player 1 Solo 3
↓×	Player 1 Solo 4
↑×	Player 2 Solo 1
→→○	Player 2 Solo 2
←→○	Player 2 Solo 3
→→→○	Player 2 Solo 4
Break	→○
↑↑○	↑↑○
→○	↑↑○
↑↑○	↑↑↑○
↑↑○	↑↓→○
←→○	↓↓→→○
←←→○	↓↓→→○
↑↑→○	Player 2 Solo 1
↑↓↑↓○	Player 2 Solo 2
Break	Player 2 Solo 3
→○	Player 2 Solo 4
↑↑○	Player 1 Solo 1
↑↑○	Player 1 Solo 2
↑↑↑○	Player 1 Solo 3
↑↓→○	Player 1 Solo 4
↓↓→→○	Flash

### Solo Low Level Combo

↓↓×	100/8
↑↓×	300/7
↑↑×	500/9
↓↑×	700/9

### Solo Mid Level Combo

↓↓↓○	300/9
↓↑↑○	600/9
↑↓↓○	700/10
↑↑↑○	1200/10

### Classified Combo

↓→↑○	500/10
↑←↓×	1000/10
↑→↑○	2000/15
↓←↓○	2500/15





## Columbo

To play as Shorty's pet Columbo, you must first unlock Capoeira and Robo-Z. Defeat the game using Shorty. Begin a new game, highlight Heat and press Up to highlight Columbo. Unlike the two previous secret characters, no difficulty setting is required, so you may set the game to Easy if you like. Columbo has no theme song or stage; he dances and attacks just like Shorty. This secret can be saved onto a memory card.



## Hiro

*The graceful heroic dancer from the '70s.*

An Italian brought up in Japan, Hiro-kun is a real computer nerd. He spends all of his free time on the computer in his tiny, 30-year old apartment; Hiro only goes out on Saturday nights. It's then that he goes to clubs to enjoy himself, dancing all night long like a disco maniac from the '70s. Hiro-kun sends positive energy to the audience by performing steps that always end with a heroic pose. His nickname is "Dancing Hero".



## Pinky

*A dance floor queen with a mysterious past...*

Described as a "soul dancer," Pinky is actually identified as a stripper in the Japanese version of the game. She also works as a fortune teller; she claims to be an expert in the paranormal. Some suspect that she is actually a professional killer working for a supernatural organization. However, aside from the fact that she is good with tarot cards, little is known about her activities.

### Hiro Stage

Initial Dance Order  
57 Turns, 3 Series

Start	
Start	→ → → → →
○	Break
×	○
→ ×	→ ○
↓ ×	↑ ↑ ○
↑ ×	↑ ↑ ○
→ → ○	↑ ↑ ○
← ← ○	↑ ↓ ← ○
→ → → ○	↓ ↓ ← ← ○
Break	↓ ↓ → → →
○	Break
→ ○	Player 2 Solo 1
↑ ↑ ○	Player 2 Solo 2
→ ○	Player 2 Solo 3
← ○	Player 2 Solo 4
← ← ○	Player 1 Solo 1
→ ↑ ○	Player 1 Solo 2
Player 1 Solo 1	Player 1 Solo 3
Player 1 Solo 2	Player 1 Solo 4
Player 1 Solo 3	○
Player 1 Solo 4	→ ○
Player 2 Solo 1	↑ ↑ ○
Player 2 Solo 2	↑ ↑ ○
Player 2 Solo 3	↑ ↓ ← ○
Player 2 Solo 4	↓ ↓ ← ← ○
○	↓ ↓ → → →
→ ○	↓ ↓ → ↑ →
↑ ↑ ○	Break
↑ ↑ ○	↓ ↓ → ← ○
↑ ↑ ○	↓ ↓ → ← ○
↑ ↓ → ○	Finish
↓ ↓ → ← ○	

### Solo Low Level Combo

↑ ↓ ×	100/8
↓ ↓ ×	300/7
← ↑ ×	500/9
→ ↓ ○	700/9

### Solo Mid Level Combo

↓ → ↑ ○	300/9
↑ ← ↓ ○	600/9
↑ ← → ○	700/10
↓ → ← ○	1200/10

### Classified Combo

→ ↑ ↓ ○	500/10
↑ ← → ×	1000/10
← ← ↓ ○	2000/15
→ → → ×	2500/15

### Pinky Stage

Initial Dance Order  
62 Turns, 4 Series

Start	
Start	Player 1 Solo 1
×	Player 1 Solo 2
→ ×	Player 2 Solo 1
↓ ×	Player 2 Solo 2
↑ ×	Player 1 Solo 1
→ → ○	Player 1 Solo 2
← ← ○	Player 2 Solo 1
→ → → ○	Player 2 Solo 2
Break	○
○	↑ ↑ ○
→ ○	↑ ↑ ○
↑ ↑ ○	↑ ↓ → ○
→ ○	↑ ↓ → ○
← ○	↓ ↓ → ← ○
← ← ○	↓ ↓ → ← ○
→ ↑ ○	Player 2 Solo 1
↑ ↑ ↓ ○	Player 2 Solo 2
Break	Player 2 Solo 3
→ ○	Player 2 Solo 4
↑ ↑ ○	Player 1 Solo 1
↑ ↑ ○	Player 1 Solo 2
↑ ↑ ○	Player 1 Solo 3
↑ ↓ → ○	Player 1 Solo 4
↓ ↓ → ← ○	○
Player 1 Solo 1	→ ○
Player 1 Solo 2	↑ ↑ ○
Player 1 Solo 3	↑ ↑ ○
Player 1 Solo 4	↑ ↑ ○
Player 2 Solo 1	↑ ↓ → ○
Player 2 Solo 2	↓ ↓ → ← ○
Player 2 Solo 3	↓ ↓ → ← ○
Player 2 Solo 4	Finish

### Solo Low Level Combo

← ×	100/8
↓ ↓ ×	300/7
↑ ← ×	500/9
→ ← ×	700/9

### Solo Mid Level Combo

→ ↓ ○	300/9
← → ○	600/9
↓ ← ↑ ○	700/10
→ ↑ ↓ ○	1200/10

### Classified Combo

↑ ← ○	500/10
→ ← ↓ ○	1000/10
↑ ↓ → ×	2000/15
← → ↓ ×	2500/15

## Burger Dog

To access Hamm's bud Burger Dog, you must first unlock Capoeira and Robo-Z. Defeat the game using Hamm. Begin a new game, high-light Heat and press Up to find Burger Dog. Unlike the two previous secret characters, no difficulty setting is required so you may set the game to Easy if you like. Burger Dog has no theme song or stage; he dances and attacks just like Hamm. He can be saved onto a memory card.



## Dancing Tips

### • Level System and Branch

Bust A Groove has a level-based branching command system. That is, certain commands and dance moves cannot be performed until you've attained a predetermined amount of groove-tron energy. The Groove gauge appears directly below your character's name. As you successfully complete consecutive commands, more challenging commands will appear. The highest level possible is 7. Once you've reached this taper point your dancer will be able to perform any dance step you wish. Note: You may jump to any command (excluding the final step) on any given level. So, theoretically, you could press X for the entire match. Of course, you won't score any real points this way. See the command chart.

As each level branches out, you can choose the higher level. In actuality, this isn't a level up, since you won't receive all the points or tron value of completing a full level. Where you go is your decision to make.

## Combos

Combos in Bust A Groove are successful consecutive dance strings. The on-screen combo indicator won't appear until you've scored a 3 Combo. After 3 it will register at 4, 5, 6, 7 and 8 steps. These on-screen indicators will appear as "3 Combo!", "4 Combo!", "5 Combo!", "Cool," "Chillin'" and "Freeze!", respectively. Each step will earn you more points and tron value. You will be rendered invulnerable for one measure when you "Freeze!". When you miss, a certain value will be deducted from your Groove gauge. You'll know it's happened if you can't complete a command; if this is the case, you can press  $\square$  to perform the evade maneuver. This technique won't award you with any points, but you won't lose any either. Instead of taking the defensive you can also attack your opponent with the Jammer attack. If your opponent doesn't dodge the attack, you'll be rewarded and your opponent will lose groove energy. The last resort, which happens more often than not, is to perform a less difficult dance step. Pulling off the final Level 7 command is sometimes impossible; if you can't complete it, perform a simple command like  $\downarrow + \times$ . You won't earn full points, but you'll be okay. You will have to continue from the step after the one you just performed. For example: You must perform  $\downarrow \leftarrow \rightarrow \uparrow \leftarrow \times$ , but instead you press  $\downarrow + \times$ . After  $\downarrow + \times$ , two options will appear:  $\uparrow + \times$  and  $\downarrow + \circ$ . Plan your commands. You have four beats to complete a dance step. The most commands any step will have is five directional commands and one button. You can plan it out, press the first two directions on beat one, press the next two on beat two, the last direction on beat three, then rest until beat four. Remember that you can press the last direction commands simultaneously with the button like so:

Command  $\rightarrow \downarrow \leftarrow \rightarrow \leftarrow \circ$

Beat	1	2	3	4
Commands	$\downarrow$	$\downarrow \leftarrow$	$\leftarrow$	$\leftarrow \circ$
	OR			
	$\downarrow + \times$	$\downarrow + \times$		

# GoGo! Games

HARDWARE

PSX, N64, SATURN, DREAMCAST

IMPORT DOMESTIC

GAMES

MUSIC CDs

ACCESSORIES



## SPECIALS!

GAMES

For a complete listing of games, accessories and more, visit our website!

FREE Universal Converter To Play Import Games



\$129.99



Universal System  
PLAYSTATION

\$179.99

Plays Japanese & US Software

Available 11/27 DREAMCAST



Reserve yours today!



Order by phone, fax, mail or email.

Go Go! Games:  
P.O. Box 25488  
Los Angeles, CA 90025  
Ph: 626-572-3264  
www.gogogames.com



GoGo! Games is a registered trademark of GoGo! Games. All other trademarks are the property of their respective owners. © 1999 GoGo! Games. All rights reserved.



## Jammer Attacks

You begin each match with two Jammer Attacks. They are displayed at the top left and right of the screen in the form of smiley faces. Each time you use a Jammer, one smiley face will disappear. Pressing **△** on the fourth beat instead of the button shown on the screen will result in an attack. The recipient of the attack can avoid the attack at the last second by pressing **□**. You'll have a short amount of time in which to react if you are on the receiving end of the attack. If you avoid the attack, you'll continue on with your next step; if you take the hit, you'll be knocked down and miss the current turn as well as the one after. Jammers are essential to winning. The computer won't hesitate to use them. A high-risk command can turn the tide in your opponent's favor, so you must anticipate when they will begin a combo and stop them before they react with five or six consecutive dance steps; you may lose the lead if you don't. On the same note, don't be predictable when using your Jammers. Try to attack at different times. It's all about keeping your opponents on their toes. Always be on the lookout. Aside from the visual indication of an upcoming Jammer, you'll also hear a sound before your opponent attacks. Don't panic; just press the **□** on the fourth beat (after the sound) and you'll be fine.



## Gas-O

*Mad scientists can demonstrate imposing dance skills, too!*

At age eight he was obsessed with science fiction novels; now, at 15, he is a bonafide mad scientist. This weird boy is nevertheless quite good when performing hardcore techno steps. In his homemade basement lab, Gas-O is secretly tinkering with dangerous chemicals in order to develop a poisonous gas with the help of the groove-tron energy.

### Gas-O Stage

Ident Dance Order  
64 Turns, 2 Sides

Start	Player 2 Solo 4
○	○
×	→ ○
→ ×	↑ ↑ ○
↓ ×	↑ → ○
↑ ×	↑ ↑ ↑ ○
→ → ○	↑ ↓ ← → ○
← ← ○	↑ ↓ ← → ← ○
→ → ○	↑ ↓ ← → ○
Break	Player 2 Solo 1
○	Player 2 Solo 2
→ ○	Player 2 Solo 3
↑ ○	Player 2 Solo 4
↑ ↑ ○	Player 1 Solo 1
← ○	Player 1 Solo 2
← ← ○	Player 1 Solo 3
→ ↑ ○	Player 1 Solo 4
↑ ↑ ↑ ○	
Break	→ ○
○	↑ ↑ ○
→ ○	↑ ↑ ○
↑ ↑ ○	↑ ↑ ↑ ○
↑ ↑ ○	↑ ↓ ← → ○
↑ ↑ ↑ ○	↑ ↓ ← → ← ○
↑ ↓ ← → ○	↑ ↓ ← → ↑ ×
↓ ↓ ← → ○	Break
↓ ↓ ← → ← ×	→ ○
Break	↑ ↑ ○
↑ ↑ ○	↑ ↑ ○
↑ ↑ ↑ ○	↑ ↑ ↑ ○
↑ ↓ ← → ○	↑ ↓ ← → ○
↓ ↓ ← → ○	↑ ↓ ← → ← ○
Player 1 Solo 1	↓ ↓ ← → ↑ ×
Player 1 Solo 2	Break
Player 1 Solo 3	↑ ○
Player 1 Solo 4	↑ ↑ ○
Player 2 Solo 1	↑ ↓ ← → ○
Player 2 Solo 2	↑ ↓ ← → ← ○
Player 2 Solo 3	Finish

### Solo Low Level Combo

→ ×
100/8
← → ×
300/7
↓ ↑ ×
500/9
↑ → ← ×
700/9

### Solo Mid Level Combo

↑ ↓
300/9
→ ← → ○
600/9
↓ ↑ ↓ ○
700/10
← → ↑ ↓ ○
1200/10

### Classified Combo

← → ↑ ○
500/10
↑ ← ↓ ×
1000/10
→ ↓ ← ↑ ×
2000/15
↓ → ↑ ← ○
2500/15



## Kitty-N

*The night club life of a live-action starlet...*

Since Kitty-N was cast in a popular action TV show, she has been considered a rising idol in the show-business scene. Her dance style is basically based on jazz; however, she also incorporates moves from her TV show's fight scenes. Her dream is to master the energy of the groove-tron in order to become a real super star. This starlet's nickname is "Costume Play Soldier."

### Kitty-N Stage

Ident Dance Order  
64 Turns, 4 Sides

Start	Break
○	○
×	→ ○
→ ×	↑ ↑ ○
↓ ×	↑ ↑ ○
↑ ×	↑ ↑ ↑ ○
→ → ○	↑ ↓ ← → ○
← ← ○	↑ ↓ ← → ← ○
→ → ○	↓ ← → ↑ ×
Break	Break
○	↓ ↓ ← → ○
→ ○	↓ ↓ ← → ○
↑ ↑ ○	Player 2 Solo 1
↑ ↑ ○	Player 2 Solo 2
← ○	Player 2 Solo 3
← ← ○	Player 2 Solo 4
→ ↑ ○	Player 1 Solo 1
↑ ↑ ↑ ○	Player 1 Solo 2
↑ ↓ ↓ ○	Player 1 Solo 3
Break	Player 1 Solo 4
Player 1 Solo 1	Player 2 Solo 1
Player 1 Solo 2	Player 2 Solo 2
Player 1 Solo 3	Player 2 Solo 3
Player 1 Solo 4	Player 2 Solo 4
Player 2 Solo 1	Player 1 Solo 1
Player 2 Solo 2	Player 1 Solo 2
Player 2 Solo 3	Player 1 Solo 3
Player 2 Solo 4	Player 1 Solo 4
○	Player 2 Solo 1
→ ○	Player 2 Solo 2
↑ ○	Player 2 Solo 3
↑ ↑ ○	Player 2 Solo 4
↑ ↓ ← → ○	Player 1 Solo 1
↓ ↓ ← → ○	Player 1 Solo 2
↓ ↓ ← → ← ○	Player 1 Solo 3
↓ ↓ ← → ↑ ×	Player 1 Solo 4
Break	Player 2 Solo 1
↑ ↑ ○	Player 2 Solo 2
↑ ↑ ○	Player 2 Solo 3
↑ ↑ ↑ ○	Player 2 Solo 4
↑ ↓ ← → ○	Player 1 Solo 1
↓ ↓ ← → ○	Player 1 Solo 2
↓ ↓ ← → ← ○	Player 1 Solo 3
↓ ↓ ← → ↑ ×	Player 1 Solo 4
Finish	Finish

### Solo Low Level Combo

→ ×
100/8
↑ ← ×
300/7
→ ← ×
500/9
← ↓ ×
700/9

### Solo Mid Level Combo

← → ↓ ×
300/9
↓ ← → ×
600/9
↓ → ↑ ○
700/10
↓ ↓ ↑ ○
1200/10

### Classified Combo

↓ ↓ ↓ ○
500/10
↑ → ↑ ×
1000/10
→ ↑ ← ↓ ×
2000/15
← → ↑ ← ○
2500/15



## Character moves

Each stage may seem alike, but there are differences involving when the solos appear, how many turns you have and when the song ends. The next pages will give you a rundown of how to score high and get the best combos. You'll notice that some stages have different on-screen commands than the ones I've listed. Use our guide, you won't go wrong. We have listed when the solo commands appear and how many you must complete each time. This will help you decide when to avoid jammer attacks or when you'd like to use one.

## Level Stuff

Each stage in *Bust A Groove* has anywhere from one to three unusual events that can take place. These secret occurrences happen when you do really well. Normally, the first event will occur after your second Freeze/Level Up. Some events can only take place after the first event; others occur in lieu of a preceding event. In Capoeira's stage, the spinning Allen Spotlight will be the first telltale marker that you're doing well. If you do exceedingly well, the shades on the Capoeira ship will slide down, reveal

Each stage in *Bust A Groove* has at least two solo sections in which you and your opponent dance alone. Most of the stage will consist of head-to-head battles, but you will be given a chance to show your moves. During a solo you will perform two dance moves or four; never one or three. The solo section has three tiers of difficulty. Two of these tiers appear on-screen during a solo. The last dance step is Classified. We've listed the secret commands for each character. You can still perform the Classified command even though the first dance step won't appear on-screen. For example, when Strike goes into a solo, you can either press  $\triangle \times$  or  $\uparrow \downarrow$  as your first step. What you won't see is the Classified dance step. Pressing  $\uparrow \uparrow \triangle \times$

as your first step will take you to a different dance set. Unlike the Command Chart, solo commands do not branch; that is, when you've committed to a solo dance step, you will have to complete the set with its preceding steps. You cannot press  $\triangle \times$  and then follow that step with  $\triangle \times \rightarrow \square$ . It is important to choose a Mid or Classified set. If your opponent chooses Mid or Classified, they will win an evenly-matched battle. If both you and your opponent perform flawlessly throughout a match, but you chose the easy Low Solo set and your opponent chose the Mid or Classified set, your opponent will have the upper hand. Note: You cannot attack or be attacked while in solo mode.

ing clouds. If you pull out all the stops (not mixing steps, using Classified Solos and multiple combos) the shades will slide down to reveal the Earth and moon instead of the usual cloud formations. This is an example of where you'll see only one event or the other, not both. In Strike's stage, it's not unlikely to gather an inattentive audience, change the lighting to green, then change it to red again. As with any game, don't expect these rewards to happen your first couple of times. It's all about timing.

### Heat



**First Event**  
Window panes shatter



**Second Event**  
Second set of windows break

### Shorty



**First Step**  
Candy pieces fill the stage



**Second Step**  
Coco Chip Snowman exits booth and dances along; more candy files out

### Capoeira



**First Step**  
Allen spotlights

### Frida



**First Event**  
Drizzle



**Second Event**  
House flies off

### Hiro



**First Event**  
Lighted floor pattern changes



**Second Event**  
Spotlight circles dancers

### Kelly



**First Event**  
Stage turns more pink



**Second Event**  
Colors change, wall spins

### Pinky



**First Event**  
Pyramid begins to grow



**Second Event**  
Lights darken, pyramid opens

### Robo-Z



**First Step**  
Cars pile up near intersection

### Hamm



**First Event**  
Burger Dog runs back and forth behind the counter



**Second Step**  
Hamburger dances, Burger Dog jumps around

### Gas-O



**First Event**  
Fan begins to move



**Second Event**  
Tank begins to dance, fan spins faster

### Strike



**First Event**  
Inmates begin to watch



**Second Event**  
Green lighting

### Kitty-N



**First Event**  
Laser lights appear



**Second Event**  
Lights dim





100 + 5

## 2 Combo

200 + 2  
100 + 2

## 3 Combo

600 + 5  
200 + 2.5  
200 + 2.5

## 4 Combo

1200 + 6  
900 + 6  
600 + 6  
300 + 3

## 5 Combo

2000 + 9.5  
1600 + 7  
1200 + 7  
900 + 7  
600 + 3.5

## 6 Combo

5000 + 12  
4000 + 12  
3200 + 12  
1500 + 0  
1000 + 0  
500 + 0

## 7 Combo

8600 + 17  
6000 + 13.5  
5600 + 13.5  
200 + 13.5  
2400 + 13.5  
1400 + 9  
1200 + 4.5

## 8 Combo

3150 + 20  
7700 + 20  
7700 + 20  
7700 + 20  
7000 + 16  
9000 + 15  
5000 + 15  
2900 + 5

# Capoeira

Enigmatic dancers coming from a faraway planet...

These aliens claim that they came to Earth to show how to use the energy of the groove-tron peacefully. However, they do have a hidden agenda: Their true goal is to collect signboards! Their dance style is inspired by the Brazilian fighting technique from which they took their name. Their sense of rhythm and combinations quickly earned them a place of honor among the hottest dancers on the scene.



## Capoeira Stage

Initial Dance Order  
8/8 Turns, 3 Sides

### Start

100/8

300/7

500/9

700/9

1000/10

1200/10

1400/10

1600/10

1800/10

2000/10

2200/10

2400/10

2600/10

2800/10

3000/10

3200/10

3400/10

3600/10

3800/10

4000/10

4200/10

4400/10

4600/10

4800/10

5000/10

5200/10

5400/10

5600/10

5800/10

6000/10

6200/10

6400/10

6600/10

6800/10

7000/10

7200/10

7400/10

7600/10

7800/10

8000/10

100/8

300/7

500/9

700/9

1000/10

1200/10

1400/10

1600/10

1800/10

2000/10

2200/10

2400/10

2600/10

2800/10

3000/10

3200/10

3400/10

3600/10

3800/10

4000/10

4200/10

4400/10

4600/10

4800/10

5000/10

5200/10

5400/10

5600/10

5800/10

6000/10

6200/10

6400/10

6600/10

6800/10

7000/10

7200/10

7400/10

7600/10

7800/10

8000/10

## Solo Low Level Combo

100/8

300/7

500/9

700/9

1000/10

1200/10

1400/10

1600/10

1800/10

2000/10

2200/10

2400/10

2600/10

2800/10

3000/10

3200/10

3400/10

3600/10

3800/10

4000/10

4200/10

4400/10

4600/10

4800/10

5000/10

5200/10

5400/10

5600/10

5800/10

6000/10

6200/10

6400/10

6600/10

6800/10

7000/10

7200/10

7400/10

7600/10

7800/10

8000/10

8200/10

8400/10

8600/10

8800/10

9000/10

9200/10

9400/10

9600/10

9800/10

10000/10

10200/10

10400/10

10600/10

10800/10

11000/10

11200/10

11400/10

11600/10

11800/10

12000/10

12200/10

12400/10

12600/10

12800/10

13000/10

13200/10

13400/10

13600/10

13800/10

14000/10

14200/10

14400/10

14600/10

14800/10

15000/10

15200/10

15400/10

15600/10

15800/10

16000/10

16200/10

16400/10

16600/10

16800/10

17000/10

17200/10

17400/10

17600/10

17800/10

18000/10

18200/10

18400/10

18600/10

18800/10

19000/10

19200/10

19400/10

19600/10

19800/10

20000/10

20200/10

20400/10

20600/10

20800/10

21000/10

21200/10

21400/10

21600/10

21800/10

22000/10

22200/10

22400/10

22600/10

22800/10

23000/10

23200/10

23400/10

23600/10

23800/10

24000/10

24200/10

24400/10

24600/10

24800/10

25000/10

25200/10

25400/10

25600/10

25800/10

26000/10

26200/10

26400/10

26600/10

26800/10

27000/10

27200/10

27400/10

27600/10

27800/10

28000/10

28200/10

28400/10

28600/10

28800/10

29000/10

29200/10

29400/10

29600/10

29800/10

30000/10

30200/10

30400/10

30600/10

30800/10

31000/10

31200/10

31400/10

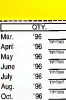
31600/10

31800/10

32000/10

32200/10

# BACK ISSUES



## 1996

March - Samurai Shodown III: Revolution X, Earthworm Jim 2, Loaded, Virtua Cop, Virtua Fighter 2

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skelion Warriors

May - Killer Instinct 2: Agito Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Garden, Probotank, Assault Rigs, Johnny Bazooka

June - Area 51: Soul Edge, Pinball Dragon Zwei, Fighting Vipers, Alan Trilogy, Bakin Bakin Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Mario TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Pops

October - NIGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter & Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

## 1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kuna's Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persons

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinup

April - Turric: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crystal Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turric: Dinosaur Hunter (part 2), De Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tite Poster

June - Street Fighter III: Rage Racer, Fighters Megania, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Hole, War Gods—Plus FREE Keni Hookins War Gods Pinup

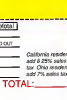
August **SOLD OUT!** House of the Dead: Star Fox 64, Ace Combat 2, Vampire Savior—Plus FREE House of the Dead Pinup

October - Castlevania Symphony of the Night: Time Crisis, Falcry 11-79, Multi Racing Championship, Oddworld: Abe's Oddysey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Cube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December - Diddy Kong Racing: MOK, Golden-Eye 007, Gex, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies, Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

## 1998

February - Bloody Roar: NFL Blitz, Ray Tracers, Ono, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider I (part 2)—Plus FREE Sonic R Pinup



QTY.	Subtotal	QTY.	Subtotal
Mar. '96	x\$8.00=	July '97	x\$8.00=
April '96	x\$8.00=	Aug. '97	x\$8.00=
May '96	x\$8.00=	Oct. '97	x\$8.00=
June '96	x\$8.00=	Dec. '97	x\$8.00=
July '96	x\$8.00=	Feb. '98	x\$8.00=
Aug. '96	x\$8.00=		
Oct. '96	x\$8.00=	Name	_____
Nov. '96	x\$8.00=	Address	_____
Dec. '96	x\$8.00=	City/State/Zip	_____
Jan. '97	x\$8.00=	<input type="checkbox"/> Payment Enclosed <input type="checkbox"/> Charge My <input type="checkbox"/> VISA <input type="checkbox"/> MC	
Feb. '97	x\$8.00=		
Mar. '97	x\$8.00=	Credit Card #	_____ Exp. _____
April '97	x\$8.00=	Signature	_____
May '97	x\$8.00=		
June '97	x\$8.00=		

**TOTAL:** \_\_\_\_\_

Please allow 4 to 6 weeks for delivery.

Tips & Tricks, P.O. Box 469070, Escondido, CA 92046



You know the little Lego-looking Servbots from Mega Man Legends? In Japan, Capcom sells lots of cool Mega Man accessories! Here's a little transparent Servbot keychain and a fully-posable piggy-bank.



# Cool Zone

Hello. How are you today? I am fine. Let us take a look at the many wonderful things we have this month. That is all. Have a nice day. Goodbye!

Here's the best toy we found in Japan: the Dancing Poppo doll! The doll is made by Bandai and even has a woven fabric cap. It dances to any loud noise and it will play the Poppo theme song, ending with "I gotta believe!" The box says "Super Hi-Tech Plush Doll". Well, it's not that high-tech but it sure is a cool collector's item!



Poppo keychains! Collect the whole gang (from left to right): Katy Kat, Sunny Funny, Poppo, Chop Chop Master, and PJ Bert. Each character is crafted differently in his or her own unique materials. Hurry—run, don't walk to your local import store and demand them!

Japan's oldest anime hero, Astro Boy, is having a resurgence of sorts among toy collectors. This Astro Boy figure comes in a protective case. There are several different poses available, too.



This Sonic accessory dish (okay, eshtay for you older gamers!) was available at the Tokyo Game Show. A perfect gift for the nervous sort (like) waiting for Sonic Adventure to arrive!



This clear blue Dual Shock controller is available at some import stores in several different colors. We're hoping that Sony will eventually release these colored Dual Shock controllers out here soon!

Sick of virtual pets? With the Pepsi Men Power-Gym, Pepsi Men does all the work himself. Watch him train all day! He'll jog, do push-ups, sit-ups, take showers, eat dinner, read books and even go to the bathroom! Michael Jordan doesn't even train this hard!



## Furby Madness!!

Every Christmas, there's that "one toy" which causes the entire nation to go bonkers. Well, in 1996, the insanity award went to none other than Tiger's Furby. These little Gizmo-looking things have their own personalities. They have a 200-word vocabulary and can continually learn new phrases and games. At first, Furby will only speak in "Furbish," but it'll learn more English as it hangs out with humans. Each Furby comes with an English-Furbish dictionary so you can speak to it in its own language. Furbies can also speak and learn from other Furbies. Be careful, however, sometimes a Furby can even give another Furby a nasty cold! Like the Yieki-Me Elmo sensation, Furbies have gone from thirty bucks to close to a couple of hundred dollars a pop! It's pure madness, I tell you!



If you thought Nintendo's R.D.B. was cool back in 1985, then you're in for a treat. R.A.D. is one of the coolest goofies we've seen in the TST offices. He stands about two feet tall with moving arms and torso; he gets by with dual-action treads. Through the use of radio control he can speak, open and close his arms, pick things up and—get this—fire some wicked missiles! Chris is debating whether to let some of the staff go, since R.A.D. can lay out pages, edit text and deliver copy. Find him at Toys R Us for about 100 bones. His battery and charger will run you \$24.95.



Seen here, R.A.D. takes quite a liking to R.D.B. We had to pry the little buggers apart.



Here we see R.A.D. trailing a TST magazine for a ride up Sunset Blvd. ("Thank you, come again!")



R.A.D. decides to skip the cab ride and head to the Symbolic Motor Car Company. (He loves cars.)



R.A.D. was caught jaywalking. He traded this city worker a copy of Tis & Tocs for the negatives.

One way to look really angry when you go to school is to come in with a Rival Schools lunch box. Capcom also gave us a Rival Schools yo-yo. It barely worked, but hey, we'll take any video-game related goods!



We continue our Mega Man X series fashion show with this fashion show with this awesome gold-plated Mega Man X figures have interchangeable armor and weapons. There are literally more than fifty different types of armor you can play for this Mega Man series, they definitely remind us of the Micronauts of yesteryear shown below.



### Stick it to Him!

Were you miffed because Wild 9 took so long to come out? We were, too. Now we don't have to get mad anymore, just get even! This voodoo doll has the face of David Perry, head of Shiny Entertainment; it was sent to us as a promotional gimmick to coincide with the over-delayed release of Wild 9 for the PlayStation.

With Perry's Messiah being pushed back to 2nd quarter '99, this doll is gonna come in handy. Sorry about that, Dave.

Quit Yer Cryin', Fer Cryin' Out Loud!!



To celebrate its launch, tons of Dreamcast stuff was available at the Fall '98 Tokyo Game Show. Shown here is a "trying guy" laminated folder (you may remember him from the Dreamcast commercial in Japan), a Dreamcast calculator (opened and closed) and Dreamcast issues. We honestly hope all the crying will be over when the Dreamcast launches here so we can put the tissues away!

These hilarious band-aids were being passed out at the Tokyo Game Show to promote the game Incredible Crisis. It's definitely a crisis if you need one of these! Check out the finger illustrations!

Available at your local import shop, this Bomberman marble shooter is the bomb! There are several different Bomberman varieties that you can collect. The trigger in the back shoots out the marble from his belly.

We finally got our hands on one of these beauties: the Pikachu Game Boy Printer. It's pretty much the same as the standard printer, but wow! The yellow color and the Monster Ball button are just too cool!



## Sherlock, Inc.

Presents:

### The Un-Official Video Strategy Guide

on VHS Video

# Tenchu™

Gran Turismo™ Forsaken™

Armored Core™ Breath of Fire™

More titles available, call for a complete listing

**Call Now and Order**  
**Toll Free: 1-888-918-4679**

or call 1-800-926-3210 evenings and weekends

We accept checks, money orders, and all major credit cards.

PO Box 81064  
 Chattanooga, TN 37414

Visit us on-line at: [www.sherlockinc.com](http://www.sherlockinc.com)

Only  
**\$11.99**  
 each.

NOW AVAILABLE AT:



by Anatole Brown

# JAPAN REPORT!

Japan Report



The Tokyo Game Show was held between October 9th and 11th at the Tokyo Convention Center (a.k.a. the "Makuhari Messe"). It's an important event for everyone involved; the software companies get to introduce their new products, while the fans get to experience the new games first-hand. The three-day attendance total was a whopping 156,455 people. The first day was reserved for the press, but the second and third days were open to the general public for a mere \$8 to \$10 per ticket. On the morning of the 10th, a national holiday, there was a line of 38,000 people stretching from the show entrance all the way to the nearest train station.



Game boys were everywhere as folks lined up to battle or trade Pokemon while they waited for the doors to open.

## THE HYPE

All the train stations in the area were covered with Dreamcast ads, drilling the name of Sega's new game system into people's heads before they got to the show.



## THE DEBUT

Three new machines were introduced at the show: the Neo-Geo Pocket, Bandai's Wonder Swan and the much-anticipated Dreamcast by Sega.



SNK's new handheld device comes in eight different colors. It should come to the U.S. by spring.



Bandai's Wonder Swan also comes in two of cool colors. More than 30 new titles have been announced.



Everyone couldn't wait to check out Virtua Fighter 200 on the Dreamcast. Post-show polls indicated that the majority of people came to see Sega's new machine.

## THE SEQUELS

While new machines were the big buzz of the weekend, there were also many upcoming sequels to old favorites on display.



Barrio's was the most rocking booth: techno music and disco lights shook the floor as people raced Ridge Racer Type 4 at top speeds.



Capcom showed the sweet home conversion of Street Fighter Alpha 3 for the PlayStation. It also announced that the game will utilize the Pocket Station!

Everyone stopped in their tracks as a never-before-seen Final Fantasy VII video was shown on a big screen by SquareSoft. The jaw-dropping video had everyone captivated and waiting more!



## Street Fighter Alpha 3 Tournament

A lot of booths had their own video-game tournaments, but the most serious one was Capcom's Street Fighter Alpha 3 tournament. A total of 150 players came from all over Japan after winning their respective local tournaments. The final winner of the Tokyo Game Show tournament came to the U.S. and battled the best of the best American players in a Capcom/Tesla & Trux sponsored event. Check next month's issue to see who won!





## Shopping

An entire section of the show was dedicated to game-related merchandise. People lined up for hours just to buy a Tekken T-shirt or an R.P.D. jacket.

The Capcom shop had some awesome Resident Evil 2 figures.



All right, you're a real freak if you bought this Chun-li outfit.



Unfortunately, these stuffed Capcom dolls weren't for sale (yet).



These expensive Tekken figures will be available in the U.S. soon.

The Namco shop had these killer Nevious and Pac-Man call phones. Too bad they don't work here in the U.S.



Glow-in-the-dark Game Boys! Too cool!



Other things displayed were Kamen Rider (Mavex Rider) figures, Ultraman dolls and Darth Vader's light saber!



The tournament was hyped by ads in coin sloters.



150 players crunched in a single elimination battle.



Some lucky players warmed up by playing against Chun-li!

Nervousness and heartbreak seemed players in the final round of their long road to the U.S.

## Mascots &amp; Novelties

The Tokyo Game Show is for the video-game fanatic. Tons of characters made appearances and posed for photos.



One favorite duo, Monster Rancher's Seana, was there hopping around on the floor.

Crash was promoting his third game, Crash Bandicoot: Warped.



The Resident Evil combo was harassing all the shoppers.

The Choco Bull bird from the candy was there to promote his first video game.

The super gun-loaded Vigilante II school bus was present—though it was idle (fortunately).



There were plenty of models to be seen, including the Dodge Racer girl!



Our home away from home, the Capcom Room had a playable Demonman 2 and the latest cat's new Game Boy game.

Street Fighter fans had the opportunity to have a photo session with all the characters!



People attending the show got into it, too. Check out the dude dressed up as Ash from Pokémon, and the two Tekken girls as Ash Chen and Ling Xiaoyi!





### Rule 157n

*"A time penalty will be imposed on any driver who, in the opinion of the Stewards, unnecessarily overtook another car during the first lap."*

FIA Sporting regulations



Officially licensed by the Federation Internationale de l'Automobile (FIA) • All 16 international courses, and all 11 teams from the 1998 Formula 1 World Championship season including McLaren and Ferrari • Multi-player mode: 1-4 player (split screen)



FIA  
FORMULA  
WORLD  
CHAMPIONSHIP

# FORMULA 1 98

OFFICIALLY LICENSED GAME

**Formula One '98 Rules. Official**

[www.psygnosis.com](http://www.psygnosis.com)

and link cable) with 10 cars on the track • New racing simulation engine with a representative physics model • All new features include G-force driver head movements, animated pit stops, race replays, and more.

THE OFFICIAL  
FIGHTING GAME  
OF THE  
UNDEAD.

GAME PURCHASE  
WORTH 20 FIGHTERS  
EDGE® POINTS!



**E**ighteen supernatural creatures of myth and legend materialize to wage their eternal war for domination of the night. Beware meager mortals. The battle for the night becomes the fight of your life in *DarkStalkers 3*.

# DARKSTALKERS 3

CAPCOM

[illegible]

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,  
please visit us at [www.retromags.com](http://www.retromags.com).

No profit is made from these scans, nor do we offer anything  
available from the publishers themselves.

If you come across anyone selling releases from  
this site, please do not support them and do let us know.

Thank you!

